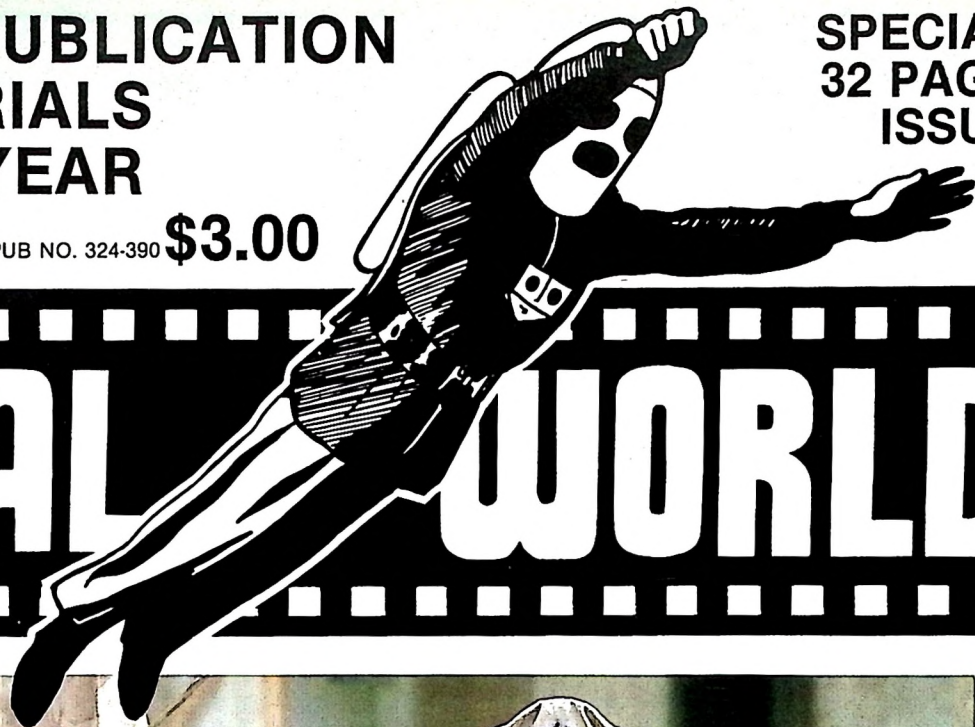


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SERIAL WORLD (Publication Number USPS 324-390) is published quarterly by Norman H. Kietzer. Subscription rate is \$11 for a one year (four issue) subscription.

On change of address please give us six weeks advance notice to assure delivery.
Postmaster: Please send Form 3579 to Serial World, P.O. Box 3325, Mankato, Minnesota
56001

Serial World editorial offices are at P.O. Box 64345, Los Angeles, California 90064; and circulation and publication offices are at 1055 Madison Avenue, Mankato, Minnesota 56001. Second Class Postage is paid at Mankato, Minnesota 56001 and at additional entry offices.

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SERIAL HOWCASE

BY JEFF WALTON
EDITOR SERIAL
WORLD



Coming to the end of another year. I look forward to the great year ahead. We've got so much to offer you in the way of exciting material and the great participation by so many of you readers with regards to serial material. Two TV shows have entered the airwaves and have a faint look of the cliff-hanger. One is ABC's TALES OF THE GOLD MONKEY and the other is CBS's BRING EM BACK ALIVE. This issue we spotlight "TALES" and we give a special thanks to the folks at ABC Public Relations for their prompt reply to my letters and calls with regard to stills and material. Much thanks...

I got him. Yup, I finally got him to write for SERIAL WORLD. I'm pleased as punch to say that Mr. Norm Lynch has joined our staff of hard working serial writers and will have a regular column starting with this issue. Norm publishes a fine zine of his own, but has taken time to give us his RANDOM THOUGHTS. I'm thrilled to have him aboard and I'm sure you folks will love his column.

One little plug. Be sure to catch our subscription ad on page 30 of this issue. And for all you musical buffs watch for our new nostalgia publication on the musical films — MOVIE MELODIES to debut very very soon. Enjoy this latest cliff-hanging effort and keep those cards, letters and material coming. Read on...

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1. TITLE OF PUBLICATION SERIAL WORLD		2. DATE OF FILING 382 4 3 9 0	
3. FREQUENCY OF ISSUE QUARTERLY		4. ANNUAL SUBSCRIPTION PRICE \$11.00	
5. COMPLETE MAILING ADDRESS OF KNOWN OFFICE OF PUBLICATION (Street, City, County, State and Zip Code; Not printers) 1055 MADISON AVENUE, MANKATO, BLUE EARTH COUNTY, MINNESOTA 56001			
6. COMPLETE MAILING ADDRESS OF THE HEADQUARTERS OR GENERAL BUSINESS OFFICES OF THE PUBLISHERS (Not printers) 1055 MADISON AVENUE, MANKATO, BLUE EARTH COUNTY, MINNESOTA 56001			
7. FULL NAME AND COMPLETE MAILING ADDRESS OF PUBLISHER, EDITOR AND MANAGING EDITOR (This space must not be blank) PUBLISHER: Name and Complete Mailing Address: NORMAN H. KINTZER, 1055 MADISON AVENUE, MANKATO, MINNESOTA 56001 EDITOR: Name and Complete Mailing Address: JEFF WALTON, P. O. BOX 63445, LOS ANGELES, CALIFORNIA 90064 MANAGING EDITOR: Name and Complete Mailing Address: JEFF WALTON, P. O. BOX 63445, LOS ANGELES, CALIFORNIA 90064			
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9. ESTABLISHED: (a) NEWSPAPER: _____ (b) OTHER: _____ NAME: _____ CITY: _____ STATE: _____ ZIP CODE: _____ OTHER: Name, Address, City, State, ZIP Code: _____ NONE _____ COMPLETE MAILING ADDRESS: _____			
10. PREVIOUS PUBLICATIONS (Check one): <input type="checkbox"/> HAS NOT CHANGED DURING PRECEDING 12 MONTHS <input type="checkbox"/> HAS CHANGED DURING PRECEDING 12 MONTHS If changed publisher must submit explanation of change with this statement.			
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The Purple Monster Strikes

(Continued)

CHAPTER 11: MENACE FROM MARS

As the wall forces Craig onto the spiked gate, the resourceful investigator wedges his gun on one of the spikes and the telephone mouthpiece, halting the wall's movement. He then forces the spiked gate from the wall, sending it clanging to the floor with the aid of the wall's movement.

Later, at the secret hanger, under the observatory, Garrett is joined by the Purple Monster, in his normal identity. The Martian tells of the failure of Garrett's trap to eliminate Craig. He feels that in order to obtain Professor Benjamin's new device, a weather stabilizing mechanism, a more subtle method is needed. He tells Garrett that he's going to radio Mars for his assistant, a girl named Marcia. Garrett now is getting an idea of what his boss's plan is.

The Purple Monster radios Mars via the Distance Eliminator and has the Emperor dispatch Marcia by one of their X-70 rockets, the same type that brought the Purple Monster to Earth. When contact is broken, the Purple Monster starts to calculate the time of arrival of Marcia at the field where he originally landed. He and Garrett are to meet her.

A few nights later, the Martian and Garrett are waiting in the field when their attention is captured by a moving light in the sky. It's Marcia's rocket, which crashes to Earth in the field just as her predecessor's did. She exits from a rocket capsule moments before it too bursts into flames.

Marcia is greeted by the Purple Monster and is introduced to Garrett. He then explains to the girl what her job is. She is to take over the body and identity of Prof. Benjamin's assistant, a girl named Helen, and obtain an essential part of the weather device, the dimensional magnet. The rest of the plans for the device are in Benjamin's mind. The only other form of plans are notes that Benjamin keeps. Marcia is to obtain those, also. However, they can proceed with their plan the next day.

The next day, Craig visits Benjamin to see how work on his device is progressing. When he expresses concern over the scientist's safety, Prof. Benjamin shows Craig his "safety" device. He throws a switch, and a door alcove suddenly lights up. Benjamin hurls a wooden box into it, and it disappears in a flash of electricity and smoke. Anything breaking the beam will be instantly disintegrated! Craig and Benjamin leave for lunch while Helen stays to take care of some work. A few moments after the two men leave, Marcia enters the room and disposes of Helen with one of the gas-capsules, like the one the Purple Monster used on Dr. Layton. The Martian girl enters Helen's body moments before Craig and Prof. Benjamin return.

A short time later, while Benjamin is gone, Marcia telephones the observatory. "Dr. Layton" receives the call and asks for a report on Marcia's progress. She tells him what's been happening and that Garrett and an aid can come for the dimensional magnet in a little while. However, Professor Benjamin has started to enter the office and hears Marcia mention the truth about her entering Helen's body, and that Dr. Layton is actually the Purple

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Unit Manager: ROY WADE
Photography: BUD THACKERY
Film Editors: CLIFF BELL & HOWARD MINTER
Musical Director: RICHARD CHERWIN
Art Director: FRED A. RITTER
Sound: ED BORSCHHELL
Set Decorations: JOHN MCCARTHY & JASPER CLINE
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Makeup Supervision: BOB MARK
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CHAPTERS

1. *THE MAN IN THE METEOR*
2. *THE TIME TRAP*
3. *FLAMING AVALANCHE*
4. *THE LETHAL PIT*
5. *DEATH ON THE BEAM*
6. *THE DEMON KILLER*
7. *THE EVIL EYE*
8. *DESCENDING DOOM*
9. *THE LIVING DEAD*
10. *HOUSE OF HORROR*
11. *MENACE FROM MARS*
12. *PERILOUS PLUNGE*
13. *FIERY SHROUD*
14. *THE FATAL TRAIL*
15. *TAKE-OFF TO DESTRUCTION*

CAST

DENNIS MOORE as CRAIG FOSTER
LINDA STIRLING as SHEILA LAYTON
JAMES CRAVEN as DR. CYRUS LAYTON
BUD GEARY as HODGE GARRETT
MARY MOORE as MARCIA
JOHN DAVIDSON as THE EMPEROR OF MARS
JOE WHITEHEAD as STEWART
EMMETT VOGAN as SAUNDERS
GEORGE CARLETON as MEREDITH
KENNE DUNCAN as MITCHELL
ROSEMONDE JAMES as HELEN
MONTE HALL as HARVEY
WHEATON CHAMBERS as PROF. BENJAMIN
FREDERICK HOWARD as CRANDALL
ANTHONY WARDE as TONY
KEN TERRELL as ANDY

and featuring

ROY BARCROFT as THE PURPLE MONSTER



Monster. He exits for a moment and then reenters after "Helen" has hung up the phone. He sends "Helen" to his house for a letter from the Patent Office, and then telephones the Research Office, asking for Craig. He is starting to tell Craig about the truth regarding the Purple Monster when Marcia returns, and shoots him before he can reveal the facts regarding the Martian's secret identity. Craig hears the shot and leaves for Benjamin's laboratory.

Meanwhile, Garrett and an aide have gotten the Dimensional Magnet from Marcia as well as Benjamin's notes. The two thugs are starting to leave when Craig enters, holding them at gun-point. "Helen" thinks fast and says that the Purple Monster killed Benjamin then suddenly shouts that Benjamin moved! Craig's attention is diverted long enough for Garrett to knock the gun from Craig's hand. A free-for-all starts with "Helen" knocked down to the floor, and Garrett's aid knocked into the electrical alcove, and destroyed in a blaze of electricity. "Helen" feigns unconsciousness, but is secretly watching the battle. Garrett hurls a stool at Craig, which renders him off balance, sending him into the electrical alcove where he is apparently destroyed!

CHAPTER 12: PERILOUS PLUNGE

As Craig is hurled to the charged alcove by the chair, he manages to grab at the door edge and hurl the chair into the alcove, causing the explosion that disintegrates it.

Garrett is knocked out, and "Helen" pretends to come to. Craig orders her to call Dr. Layton and tell him what happened, while he ties up the thug. While pretending to be conversing with Layton, "Helen" is getting orders from her chief. "Layton" instructs her to mention the words "Plan 7" to Garrett in some way, and also to try and cut Garrett's bonds as much as possible. Garrett will know

what Plan 7 means and will act accordingly. When "Helen" hangs up, "Layton" undergoes the transformation that enables the Purple Monster to emerge from his body and set the strange plan into motion.

Meanwhile, Garrett, at the words Plan 7, pretends to be ready to betray the Purple Monster rather than face the electric chair for murder. Craig takes him at his word, and decides to call Sheila to help "Helen" keep an eye on the valuable dimensional magnet. While he makes the call, "Helen" cuts Garrett's bonds a little way with a pair of scissors. The two men leave.

At a garage, the Purple Monster and a henchman are setting the trap for Craig. At a signal from the Purple Monster, the hood will blast Craig with a shotgun. A few moments later, Craig's car is heard, and the two villains take their places.

Craig enters the garage with Garrett. The Purple Monster is seated at a table. The Martian sneers that he's prepared for Craig's appearance, and says that at a motion Craig will be sent into eternity. However, Craig manages to spot the thug with the shotgun, and kills him. However, Garrett breaks his bonds and attacks Craig. A wild fight ensues, with Craig knocked out by the combined forces of the Purple Monster and Garrett, who flee in their car.

Craig comes to moments later and spots the ropes that tied Garrett. He sees they were cut, and his suspicions of Helen are aroused. He phones Prof. Benjamin's lab and tells Sheila to watch the girl. A few moments later, "Helen" appears, and says she is going to take the Dimensional Magnet to "Dr. Layton." However, Sheila tells her that she's to wait until Craig returns. A fight ensues, with Sheila hurled against a table and knocked out. However, as she starts to regain consciousness, she witnesses the strange transformation that enables Marcia, the Martian

girl, to emerge from Helen's corpse. Marcia rushes outside to her car with the dimensional magnet.

A few moments after the Martian girl drives off, Sheila pursues in her own car. In a wild auto chase over a canyon road, Marcia tries to lose Sheila, but finds it impossible. The chase ends when Marcia stops her car at a cliff, hoping to dispose of Sheila there.

Sheila appears on the scene, and the two girls meet and battle it out, with the advantage shifting from one combatant to the other. Then, as they battle, both girls plunge off the edge of the cliff into the depths of the deep canyon below!

CHAPTER 13: FIERY SHROUD

As the two battling girls plunge from the cliff's edge, Sheila fortunately lands on a small, brush-covered ledge, while Marcia plunges to her doom far below. Sheila starts making her way to the top of the cliff and heads back for her uncle's observatory.

There, she tells "Dr. Layton" what happened. She also mentions a strange medallion the Martian girl was wearing. She's sure it's somewhere in the area where the woman fell. Later, in the underground cavern-hanger, "Layton" orders Garrett to find that medallion. There is the danger that if it is to be analyzed the existence of the metal Metallurium will be known and the girl's origin will be known.

A short time later, Garrett, and a henchman named Meers (Tom Steele) are searching the area for the medallion. Craig and Sheila have come upon the scene and spot the two thugs. They see that they have found the medallion, and determine to get it from there. A gun-battle ensues, with Craig getting the medallion from Garrett, who lures him away, while Meers sets out to capture Sheila, who is waiting for Craig in their car. Meers orders her out and then starts looking for the keys, which Sheila has palmed.

Meanwhile, Craig has been lost by Garrett and doubles back just in time to spot Meers. There is a shoot-out, with Meers killed. Garrett overhears Craig telling Sheila that he plans to take the medallion to a man named Harvey, a metallurgist.

Garrett then gets to a pay-phone and calls "Layton," informing his chief of Craig's plan. "Layton" realizes desperate measures must be taken to get back that medallion and orders Garrett to get down to Harvey's shop and get back that Medallion. If any trouble arises, "Layton" will be there in his Purple Monster form.

At the plant, Craig is waiting in a side office, while Harvey prepares to make some tests, after he and an assistant (Robert Wilke) have filled an ore car with a quantity of molten metal from a huge vat with a spout. Garrett enters a few moments later and holds Harvey at gun-point as he demands the medallion.

Craig, however, gets the drop on Garrett and is walking him toward the door. At that moment, an apparently empty ore car comes hurtling down the track to suddenly stop beside Craig and Garrett. Out of it pops the Purple Monster, who now has the drop on Craig.

However, Harvey knocks the gun from the Purple Monster's hand by hurling a bottle at him, and a fight ensues, Harvey is knocked out, and the Purple Monster is stunned, but only for a moment.

Craig is knocked into the empty ore car which goes hurtling down the tracks toward the metal vat. As it stops there, the spout automatically starts releasing a flood of the molten metal, filling the car and apparently engulfing Craig in its fiery embrace!



CHAPTER 14: THE FATAL TRAIL

As the ore car hurtles toward the metal vat, Craig regains consciousness and leaps from the car in time. Moments later, white-hot molten metal fills the ore car. The Purple Monster and Garrett are about to converge on our hero but Harvey, in the meantime, has regained consciousness and seized a revolver, firing at the two villains, driving them off.

Back at the observatory, Craig is telling "Dr. Layton" of his discovery of the medallion. The medallion was composed of a metal found nowhere on Earth but known to exist on the planet Mars. Also, there were traces of Carbo-oxide gas, which abounds in the atmosphere of Mars. Craig has begun to suspect the possible origin of the Purple Monster and is sure that the Martian will try to obtain as much Carbo-oxide gas as possible. He then leaves, and "Layton" goes into his study where the Purple Monster emerges from the scientist's body.

Going through the secret passage into the underground hanger, the Martian finds work on the jet-ship in the final stages, with Garrett supervising the loading of supplies and Carbo-oxide gas. The Purple Monster tells Garrett of what Craig has learned and of his fear that the fearless Foundation member may learn the truth about the Purple Monster. However, they feel that it will be hard for Craig to trace their shipments of gas since the factory manufacturing it is controlled by them. The Martian orders Garrett to get more of the element.

Meanwhile, Craig has discovered that the "Chemical Co." has been selling huge quantities of empty gas containers to an unknown purchaser, and he lies in wait to see who it is. When he spots Garrett and a henchman driving a truck and trailer, Craig suspects the truth, and gets into the back of the truck, hiding among the boxes of empty containers. However, as Garrett and his aide drive along, Garrett spots Craig for a second in the rear-view mirror, and clammers onto the back of the vehicle. The two men fight it out with Craig knocked off the truck into the space between it and the trailer, apparently run over.

But, by deft maneuvering, he seizes the hook on the back of the trailer and gets back on board the vehicle. The truck finally stops at the World Chemical Co. Inside the plant, Garrett calls up, "Layton." But Sheila is with him, and they have to disguise their message. Garrett reports Craig's "death," and is ordered to get more of the stuff for the gas compound.



He's watching the process of the gas being put in containers, and has a terrified moment when the pressure gauge starts to climb. He and a workman get it down, knowing that once it hits the top, the whole plant will go sky-high.

Just then, Craig walks in, and holds Garrett and a workman at bay, but another henchman enters unseen and knocks the gun from Craig's hand. A wild fight ensues, with the pressure gauge left unattended, steadily climbing.

Craig fights valiantly, but is knocked down, while Garrett spots the climbing gauge, which is past the "DANGER" mark, and rushes out of the factory and drives off in the truck. Craig and one of the thugs are still fighting as moments later, the whole factory is rent to bits by a gigantic explosion from the Carbo-Oxide gas!

CHAPTER 15: TAKEOFF TO DESTRUCTION

As Garrett drives off in the truck containing the gas cylinders, Craig knocks out his assailants and rushes out of the plant, firing at the disappearing truck. A few moments later, the plant is blown to bits as the pressure of the Carbo-Oxide gas hits the limit.

Later, at the Foundation office, Craig tells Sheila that although Garrett escaped, he was still able to discover where Garrett was telephoning. He counted the number of clicks while the thug was dialing his unknown chief.

Craig then reveals his bomb-shell. The number Garrett called was Dr. Layton's! Sheila is horrified at the possibility that her uncle is mixed up with the Purple Monster and his gang. Craig feels, however, that a more definite check is needed to see whether or not Layton is a knowing accomplice in the Martian's scheme. He plans to rig a noiseless movie camera to the telephone in Layton's office. Then, he will call the office and when Layton picks up the phone, the camera will go into action, recording whatever Layton does in the office. He has Sheila call the observatory and tell "Layton," who is working on some papers connected in some way with his flight to Mars, that he is needed at the Foundation office. Grudgingly, "Layton" agrees and leaves the office. Shortly after he leaves, Craig

enters and sets the camera in the bookcase, connecting it to the telephone.

Back at the office, "Layton" is annoyed when he finds that the papers Sheila wanted him to check are ones which can be examined later. He tells the girl that he'll have to check them later, and leaves for his office. Craig leaves the observatory office a few moments before "Layton" enters. He makes his way back the observatory and puts his plan into operation. He phones "Layton" and informs the scientist that he has proof that the Purple Monster is operating somewhere in the observatory. He's coming with a squad from police headquarters to capture the Martian. "Layton" hangs up the phone, a grim look on his face, and prepares a plan of action, not knowing that Craig's movie camera is recording everything on film.

Later that day, Craig and Sheila enter the laboratory. Finding the office deserted, Craig removes the movie camera from its hiding place. Finding that the film has been exposed, Craig decides to develop it at the observatory itself when Sheila informs him that there is developing equipment in the documents room under the observatory.

Downstairs in the documents room, Sheila has found the chemicals but is looking for something else in the card file. She opens one of the drawers and finds a button in it. This button is the secret switch which causes the huge file to open to expose the secret passage to the underground hanger. She presses it and sees the case swing open.

Inside the secret hanger, the last of the supplies have been loaded into the jet-rocket, when the Purple Monster and Garrett spot the warning light at the entrance to the room flashing. Someone has entered the passage.

Sheila is starting to head back upstairs when the Purple Monster bursts through the secret opening and seizes the girl, dragging her back into the underground hanger. Within a few moments, she is tied and gagged in a chair next to the Electro-Annihilator, which wasn't loaded into the rocket since there wasn't enough time.

The Purple Monster gloats that it's too bad Sheila had to blunder upon the secret passage. Otherwise, she would

have been left alive to witness the Purple Monster's return, leading a fleet of jet-ships in the invasion of Earth. But now, the whole observatory is to be blown to bits, leaving no trace of the Purple Monster's diabolical activities. He orders Garrett to set the Annihilator beam while he makes some last minute checks on the control of the rocket.

Meanwhile, Craig, wondering what happened to Sheila, has entered the documents room and discovered the secret passage. Drawing his gun, he enters the underground hanger and confronts Garrett, holding the thug at gun-point. But the Purple Monster, emerging from his ship to inform Garrett to get ready to take off to Mars, sees this and hurls a wrench at Craig, stunning him for a moment. Garrett and a henchman attack Craig, with the Purple Monster joining in the fight. However, Garrett and his aide are overpowered. The Purple Monster rushes into the jet-ship, closes the hull and activates the controls. Craig rushes after the Martian, but is halted by the blasting of the ship's rocket-tubes. Before his eyes, the jet-ship, conceived by Dr. Layton, rushes into the air.

We see it emerge from the side of a cliff and streak into the sky, carrying a confident Purple Monster toward the planet Mars.

Craig frees Sheila who warns him of the activated Annihilator beam. Suddenly, a plan forms in Craig's mind, and he quickly wheels the Annihilator to the launching tube in the side of the hanger and aims it at the rapidly diminishing spaceship. Inside the ship, the Purple Monster sits back, thinking of the invasion of Earth. A few moments later, the ship is blasted to bits in a mass of flame

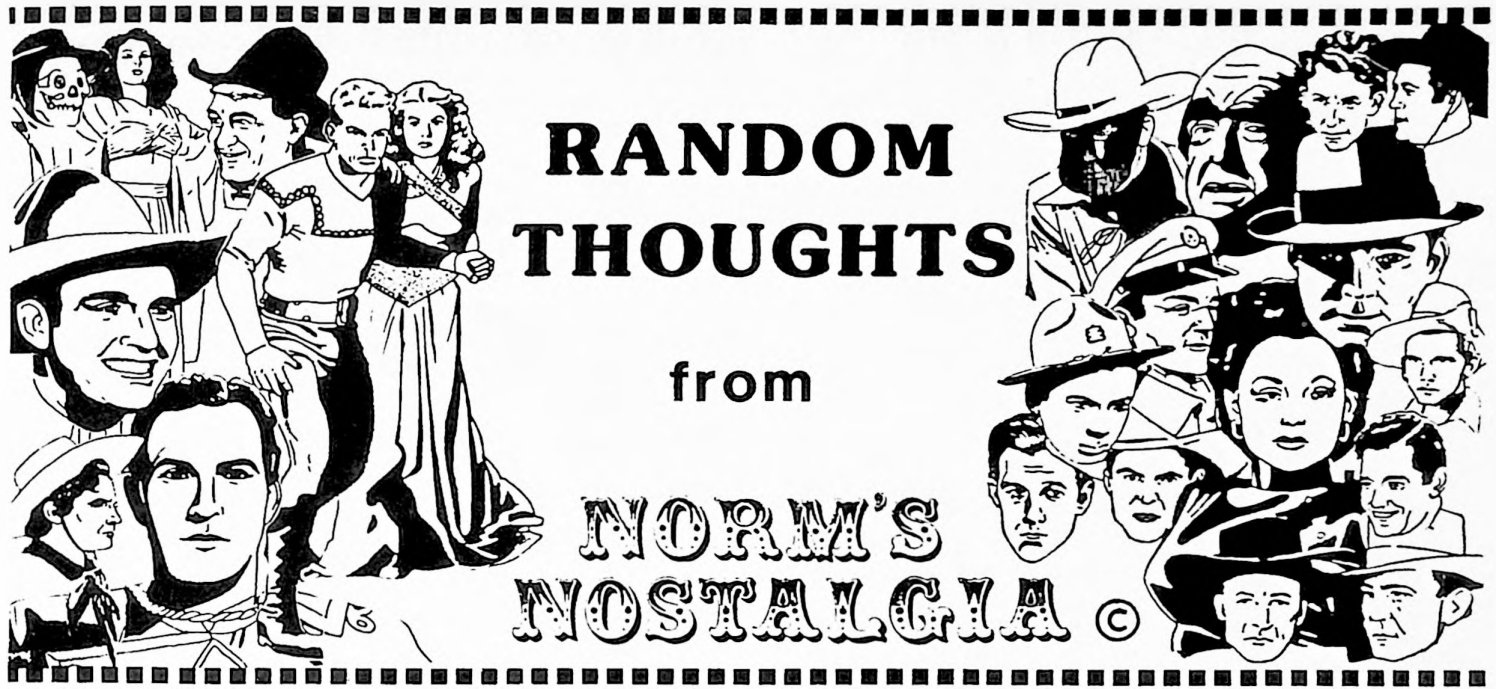
as the Annihilator beam destroys the ship, wreaking the retribution long due the villain from another planet.

Later, in the late Dr. Layton's observatory, Craig, Sheila and a police inspector are watching the movies taken by Craig's camera. The films show the Purple Monster emerging from Dr. Layton's corpse. For the present, the menace of the invasion from Mars by a horde of beings such as the Purple Monster is ended due to the efforts of Craig Foster and Sheila Layton.

The End



A Final Look at "The Purple Monster"



By Norm Lynch

Editor Jeff Walton's invitation to write this column gave me a sense of delight, surprise and dismay all at once. I'm delighted to be able, at last, to contribute to SERIAL WORLD, which is my favorite publication devoted to the entertainment form which I love the most. But I was surprised that Jeff would ask because I am NOT, and will never claim to be a serial expert. FAN, you bet! Expert? No way! And this fact dismayed me. What in the name of Murania can I write about?

Jeff suggested that I might expand a section of my own publication. OKAY! Why not? So here are some of ole Norm's random thoughts:

90-year-old RALPH FAULKNER, who taught fencing to many of Hollywood's top stars — Flynn, Fairbanks Jr., Ronald Coleman, Cornell Wilde, Lenore Aubert, Bo Derek — was featured on REAL PEOPLE on July 7. Faulkner was in the cast of ZORRO'S FIGHTING LEGION as Rodriguez. His picture appears on page 129 of VALLEY OF THE CLIFFHANGERS (Thanks to JERRY LAFFIE)...JOE SAWYER died April 21, 1982, a victim of liver cancer. I always enjoyed his acting and especially remember him in TARZAN'S REVENGE and RAIDERS OF GHOST CITY...Tarzan fan GEOFF ST. ANDREWS teaches high school in Canada...STUNTS FROM RAIDERS OF THE LOST ARK, shown on TV May 26th, contained a nice tribute to YAKIMA CANUTT, including his stagecoach transfer and rollover from ZORRO'S FIGHTING LEGION. I also recognized clips from G-MEN VS. THE BLACK DRAGON, SECRET SERVICE IN DARKEST AFRICA and KING OF THE FOREST RANGERS...What were you doing on December 7, 1941? Supercartoonist MARIO DEMARCO was target shooting when he got the news of Pearl Harbor. I was taking a cousin to see an ABBOTT & COSTELLO film titles, appropriately enough, KEEP 'EM FLYING...

Our friend BILLY BENEDICT was on TELEVISION'S GREATEST COMMERCIALS on May 25. This was his fain-

ting shoe repairman bit...Time and again, I've read that FU MANCHU was the only villain to escape retribution in serials. Nay, not so! What about Marsden (NOAH BEERY SR.) in ZORRO RIDES AGAIN, or the Scorpion (KURT KATCH) in DON WINSLOW OF THE NAVY? ...Remember WILLIAM BAKEWELL (HOP HARRIGAN, plus a supporting role in RADAR MEN FROM THE MOON)? He now is a real estate salesman in Hollywood...Definition of a modern-day true serial fan; A person who loves the old serials and who can be found sitting on a wooden chair at Conventions watching serials until his seat is numb — and then sitting another couple of hours to see the villain unmasked — AGAIN!...HARRY CAREY JR. had a great part on CHIPS August 1...TARZAN THE APE MAN (the no clothes on Bo show) was shown on cable TV. Bad reviews from old TARZAN fans in my office. (BUSTER and HERMAN, we miss you!)...Veteran actor JAY NOVELLO died September 2, of cancer. He appeared in hundreds of movie and TV roles. I remember him as a bad guy in the early ROY ROGERS westerns. He had a small part in Republic's CAPTAIN AMERICA and JUNIOR G MEN OF THE AIR...Somehow, RAY CORRIGAN in his monkey suit was more convincing than those apes on the first TALES OF THE GOLD MONKEY, inspired by the success of RAIDERS OF THE LOST ARK. BRING 'EM BACK ALIVE, also ARK-inspired, is supposedly based on the life of FRANK BUCK, star of Columbia's first serial, JUNGLE MENACE. At this writing, I've seen only the first Chapter. Fiction — but believable. Much better than MONKEY. BRUCE BOX-LEITNER plays Buck...A.E. WOODHAM is a serial fan and a hardware salesman in Dothan, Alabama...On September 14, JOHN (JACK ARMSTRONG) HART portrayed The Lone Ranger on the HAPPY DAYS show, a repeat of the February 9 show...

NOAH BEERY JR. has a part in THE BEST LITTLE WHOREHOUSE IN TEXAS. He is one of four co-stars on

(Continued on next page)

More Random Thoughts...

THE QUEST, which will have been on TV by the time you read this. Ole "Skeeter" sure gets around. I've been a fan ever since Chapter One of TAILSPIN TOMMY...Fans of RALPH BYRD, rejoice! Channel 13 in Houston, Texas scheduled a feature version of DICK TRACY RETURNS at 3:55 A.M., Thursday, July 22. For many years, I've read that any Republic serial which was based on a character from another media (TRACY, CAPTAIN MARVEL, FU MAN-CHU, KING OF THE ROYAL MOUNTED, etc.) would never be shown on TV. WRONG! I set my alarm, got up, and sure enough, there was RALPH BYRD tangling with CHARLES MIDDLETON! Then this past Monday, September 20, DICK TRACY VS. CRIME, INC. was shown at 2:15 A.M. These were feature versions. Has anyone seen any announcements anywhere about these releases? This was a real surprise to this old serial fan, especially an admirer of RALPH BYRD...FRANK A. GUTIERREZ reports that the TV station in Sacramento has shown feature versions of KING OF THE ROCKETMEN and FLYING DISC MAN FROM MARS, and on August 1, a San Francisco TV station aired the complete BUCK ROGERS serial...New book out IRON EYES — MY LIFE AS A HOLLYWOOD INDIAN by IRON EYES CODY. Cost \$14.95. Cody has a lot to say about his friends and about acting on Poverty Row...ALLAN LANE fan "KIRK" Kirkley will be behind a projector again next year at the Western Film Fair in Charlotte...Well, fellow serial fans, that's a wrap. As you can see, this column is about

movie serials and fans. While I don't have time to answer letters, I'd like to hear from you if you have something to say about serials. Are any being shown in your town? If you want to add to the serial discussion, write to: NORM LYNCH, 1726 Maux, Houston, TX 77043. HAPPY VIEWING!!!



CHAPTER 5 .

MURDER CAR

William Bakewell (center) now a real estate salesman in Hollywood. How about an interview Bill?



(213) 390-6564

All stills listed are 8 x 10 black & white glossies. Number in parenthesis indicates the number of different poses available. All are priced at \$2.50 each. Add 95¢ postage to your order.

COMEDY: The Three Stooges (4); Bud Abbott & Lou Costello (4); The Marx Brothers (3); Groucho Marx; Bing Crosby, Bob Hope & Dorothy Lamour; W.C. Fields (2); W.C. Fields & Mae West (2); Our Gang (The Little Rascals) (4); Stan Laurel & Oliver Hardy (6); Woody Allen; Charlie Chaplin.

SERIALS: Warren Hull as The Spider, Dave O'Brien and Mary Ainslee in "The Spider Returns"; Kirk Alyn in "Superman"; Robert Lowery and Johnny Duncan in "Batman and Robin"; Kane Richmond in "Spy Smasher"; John Carroll and Helen Christian in "Zorro Rides Again"; Linda Stirling in "Zorro's Black Whip"; Joan Woodbury in "Brenda Starr, Reporter"; Buster Crabbe, Charles Middleton and Wheeler Oakman in "Flash Gordon's Trip to Mars"; Buck Jones and Dorothy Fay in "White Eagle"; Victor Jory in "The Shadow"; Bill Elliott and Carmen Morales in "Valley of Vanishing Men"; Scott Kolk and Jean Rogers in "Secret Agent X-9".

WESTERNS: John Wayne (3); Ronald Reagan; Clint Eastwood (2); James Stewart; Roy Rogers (2); William Boyd as Hopalong Cassidy; Charles Starrett as The Durango Kid with Smiley Burnette; Errol Flynn; Gene Autry; Rex Allen; Allan Lane; Johnny Mack Brown, Fuzzy Knight and Nell O'Day; Tom Mix and Louise Lovely in "The Feud"; Glenn Ford, Randolph Scott, Lee Marvin; Gary Cooper; John Wayne, Ray Corrigan and Max Terhune as The 3 Mesquiteers; Tom Tyler, Bob Steele and Jimmie Dodd as The 3 Mesquiteers; Tex Ritter, Robert Redford.

HORROR: Henry Hull in "Werewolf of London" (2); Humphrey Bogart in "Return of Doctor X" (2); Frederic March in "Dr. Jekyll and Mr. Hyde" (2); Boris Karloff in "Frankenstein" (4); Boris Karloff and Elsa Lancaster in "The Bride of Frankenstein"; Boris Karloff and Bela Lugosi in "Son of Frankenstein"; Boris Karloff, Bela Lugosi and Basil Rathbone in "Son of Frankenstein"; Lon Chaney in "The Wolf Man"; Lon Chaney and Evelyn Ankers in "The Wolf Man"; Lon Chaney and Bela Lugosi in "Frankenstein Meets The Wolf Man"; Lon Chaney, Bela Lugosi and Ilona Massey in "Frankenstein Meets the Wolf Man"; Lon Chaney and Elena Verdugo in "House of Frankenstein"; Bela Lugosi in "Dracula"; The Monster in "This Island Earth"; The Monster and Faith Domergue in "This Island Earth"; The Creature in "Creature From the Black Lagoon"; The Creature and Julie Adams in "Creature From the Black Lagoon"; King Kong and Fay Wray in "King Kong"; Boris Karloff in "The Mummy"; Lon Chaney in "The Mummy's Tomb"; Lon Chaney and Elyse Knox in "The Mummy's Tomb"; Lon Chaney in "Son of Dracula"; Lon Chaney and Louise Allbritton in "Son of Dracula"; Christopher Lee in "Horror of Dracula."

11702 VENICE BLVD., LOS ANGELES, CALIFORNIA 90066

The Fire Fighters

By Buck Rainey

(Universal, January 17, 1927) 10 Chapters

Director: Jacques Jaccard

Story: John A. Moroso — "Cap Fallon, Firefighter"

Cast:

Jack Daugherty Jimmie Powers

Helen Ferguson Mary Kent

Wilbur McGaugh

Lafe McKee

Florence Allen

Robert Irwin

Milt Brown

George German

Chapter 1 — For Life and Liberty

Fred Powers, a widower and a member of the Danville Fire Department, wins enough money on the victory of the Danville Brigade in the annual fire fighters' tournament to build a home for his future wife, Mary Kent. Grant Stewart, who seeks to gain control of Fred's homestead, upon which is located valuable water power potentialities, has tried to throw the race to the rival town so that Fred's resulting poverty would force a sale. Failing in this, Stewart's henchmen get Powers into a crooked gambling game in which he loses all his winnings and then gives Stewart a deed to the homestead as security for a loan which he also loses.

Fred's son Jimmie is sent by Mary Kent to the Kentucky Club to look for his father. Fearing that the boy's entrance will stop the play, the henchmen send the lad upstairs. Powers loses his all but discovers Fenton's crooked play and accuses him. Fenton draws a gun but Powers shoots first. Fenton falls. Powers runs out. They try to stop him. In doing so a lamp is overturned and the Kentucky Club goes up in flames. Risking arrest, Powers returns to rescue his son who is calling from the upper window for help.

Chapter 2 — Paths of Peril

Fred Powers saves his son and then escapes into the night, leaving little Jimmie in the care of Capt. Fallon, who has witnessed his courageous deed. It is assumed that Fenton has been cremated in the conflagration.

Years later, Jimmie Powers, grown to manhood, is a member of the fire brigade. Fred Powers, still a fugitive for the supposed murder of Fenton, returns in disguise to Danville. Fenton, wearing a beard and passing under the name of Furness, is Stewart's chief henchman. Powers makes his way unseen to the office of Stewart, where he overhears their conversation. He learns that Mary Kent is dead. Mary, her daughter, is editor of the **Daily Clarion** and is making it hot for Stewart politically. Powers hears Stewart say, "I've started action to have Powers declared legally dead. Then that homestead of his will be mine." He also hears them plotting to silence the troublesome Kent girl. Accordingly, they lure her to a shack where Furness, who keeps hidden from her view, threatens to keep her locked up until she agrees to sell the **Clarion**.

Left alone in the shack, she peers through a crevice and sees the surrounding timber in flames. Powers, who has followed her, telephones the alarm. The brigade arrives and fights the fire. Mary sends Jim's dog with a note, telling him she is trapped

in the shack. Unable to penetrate the flaming woods on the ground, he takes to the flume, skidding down the narrow water way toward the shack. As he nears the end of the flume, the burning supports give way and the structure crashes with him to the ground.

Chapter 3 — Crimson Terror

Jim saves Mary from the burning shack and she returns to the **Clarion** office to continue the fight against the Stewart ring. Fred Powers, who has gotten into Stewart's office, where he fumbles through the papers, is discovered by Stewart and Fenton, but gets away before they recognize him. Realizing that their enemies are pressing them hard. Stewart sends Fenton to buy off Mary for a large sum. She spurns the money and threatens to examine the town records and have all the grafters jailed. To forestall this move, Fenton sets fire the court house while Mary is in the record room. Surrounded by smoke and flames, she staggers to the window and calls for help. Jim Powers leaps to her rescue, but is driven back again and again by the increasing volume of the fire. Mary is overcome by the smoke and sinks to the floor.

Chapter 4 — Out of the Past

Jim delivers Mary to safety.

The failure of the Danville water supply in time of peril opens Jim's eyes to the need of a big dam on his homestead, the only available site. At a council meeting he announces that he will give the site to the town, but Stewart stops the meeting by declaring that the homestead is practically his property, as steps have been taken to declare Fred Powers legally dead.

At this juncture, Fred Powers steps from the crowd and reveals his identity. Stewart threatens him with arrest for the murder of Fenton if he tries to redeem the note. With this Stewart's henchmen jump on Fred but he fights them off and escapes. Determined to get the note away from Stewart, Fred attacks the latter in his car and then gets away. Stewart later discovers that the note has been removed from his wallet and tells Jim that his father is the thief. Jim punches Stewart and a general fight starts.

Fenton, still disguised and passing as Furness, pursues Fred in a car, jumps from a promontory to Fred's speeding car and battles him for possession of the paper. The car lurches and hurtles over a cliff, falling through the roof of the house below in which the fight is going on.

Chapter 5 — The False Alarm

Stewart arouses resentment in the fire department by retiring Cap Fallon and selling Molly, the veteran fire horse, to a junk man, who hitches the steed to his cart. Fred Powers, now in possession of the homestead note, makes himself known for the first time to Fallon and gives him the note for safe keeping. An alarm of fire causes Molly to bolt and run down the street after the other horses, smashing the frail junk cart. The alarm proves false and the fire trucks return. The junkman abuses the horse and Jim buys the animal from him for what the man paid for her.

Cap Fallon takes charge of a gang of men starting work on the dam. Stewart sends Fenton with a gang of roughs to drive

the workers off the land. Fred Powers, who has overheard the scheme, warns Jim that an attack is imminent. Jim takes a truckload of fire fighters and drives for the site of the dam, followed by Mary Kent in her car.

Fenton's men attack the laborers, who hold them off while Jim, with his firemen speeding to the scene of the riot, loses control of the brakes. His car goes backward down the steep road, colliding with Mary's car. Both machines are wrecked and overturned.

Chapter 6 — Fighting Fate

The firemen pick themselves up unhurt and hasten to the scene of the riot, where they succeed in driving off the Stewart gang and protecting the work on the new dam. Stewart pores over the town books and finds the record of his agreement with Fred Powers which gives him a hold on the dam property. Powers, who is hiding in Stewart's office at the time, snatches the paper and fights his way out. He finds Mary Kent and reveals his identity. He explains that he cannot force Stewart to accept payment of the loan because Stewart has threatened to have him jailed for the old killing if he makes himself publicly known. Mary agrees to settle with Stewart. She takes the record and tells Stewart that she will give up the paper if he will accept payment. Stewart refuses, but as soon as she leaves his office sends Fenton in pursuit to get the record away from her.

She drives off. Fenton overtakes her on a mountain road, jumps to her running board and fights for possession of the paper. The car runs wild. Jim, cutting down the hillside on horseback, springs from the horse to the car. He battles Fenton and throws him to the ground. Mary has regained control of the car but runs into a dynamite charge set off by the workmen on the dam. The explosion appears to be directly under the car, which is hidden by the smoke and flying debris.

Chapter 7 — The Plunge of Peril

Carl Furness, a henchman of Grant Stewart, political boss of Danville, steals Mary's handbag but fails to find the page torn from the county's records which proves Jim Powers' title to the homestead claim left him by his father. Fred Powers, secretly returned to guard his son's heritage, sees Furness in a cabin and thinks he recognizes him as Clyde Fenton, whom he is supposed to have shot and killed years ago. He tries to stop Fenton, but the latter gets away in a car and goes to the home of Mary, where Renee Duprez, an adventuress employed by Grant Stewart, has entered disguised as a gypsy and is reading Mary's palm. Renee tells Mary that some dark men are plotting to steal an important paper. Then she tells her that the paper has already been stolen. Mary instinctively reaches toward the vase in which the document is hidden, thereby revealing it to Fenton, who grabs it and runs, followed by Renee, to his automobile. Mary jumps into the car and fights for the paper while they speed along the edge of a cliff. Jim Powers, who has come to visit Mary, sees and follows in the car. As he overtakes the fugitive automobile, it veers and falls over the cliff.

Chapter 8 — Face to Face

Clyde Fenton, known as Furness, continues to fight off Jim as the car crashes down the hillside, but Jim beats him and takes from him the county record of his claim to the water rights property. Bested but not yet beaten, Fenton spies on Fred Powers, who calls on Captain Fallon, asking the latter to take good care of the promissory note he signed for Grant

Stewart years ago, as this paper bears a thumbprint that will identify the fugitive without making it necessary for him to give himself up to the law. Fenton watches them put the paper away. Later he sneaks and gets it. The theft is discovered. Mary Kent calls Jim on the phone. He pursues Fenton in an automobile. Fenton deserts his car without stopping the engine, running down a hillside and making for a shack at the bottom. Jim catches him. They fight on the roof of the shack. The roof gives way and they fall through. At the same time, Fenton's car begins to move. It topples over the edge of the hill and falls into the shack, crushing the walls to atoms.

Chapter 9 — Wanted for Murder

Jim beats Fenton in a fist fight and takes the stolen document away from him. He tries to take Fenton back as a prisoner, but he gets away. Fred Powers follows Fenton to a shack where he identifies him as the man he is supposed to have killed years ago. They fight. Fred binds Fenton to a cot and then goes to town where he enters a town council meeting being conducted by Stewart. The latter is telling the councilmen that Powers has been declared legally dead and that he, Stewart, will now take title to the Powers property. Powers reveals his identity and is placed under arrest for the murder of Fenton. Under these conditions Jim Powers meets his father for the first time within his memory.

Old Fred tells Jim that Fenton is tied in the shack. Stewart orders his henchmen to free Fenton and get him out of town so that Fred's innocence cannot be proven. Jim and Mary Kent race toward the shack in the fire chief's gig. Stewart's henchmen pass them in a car, taking off a wheel of the carriage. The horses break away and the light vehicle, with the lovers in the seat, runs off a cliff.

Chapter 10 — The Reckoning

Stewart's henchmen free Fenton from his bonds and hide him in the cellar at Joe's place while Jim and Mary pick themselves up after the fall. Jim follows Stewart to Joe's place and Mary, fearing for his safety, shadows him. He breaks into the cellar and fights Stewart's henchmen. Mary puts in an alarm and the Danville Fire Boys come to the rescue, subduing the gang with a stiff stream from a big hose.

Stewart and Fenton are arrested and the identification of the letter makes Fred Powers a free man. Jim comes into the valuable property and marries Mary Kent.

THE END



THE LAST CHAPTER

Victor Jory — A Last Goodbye

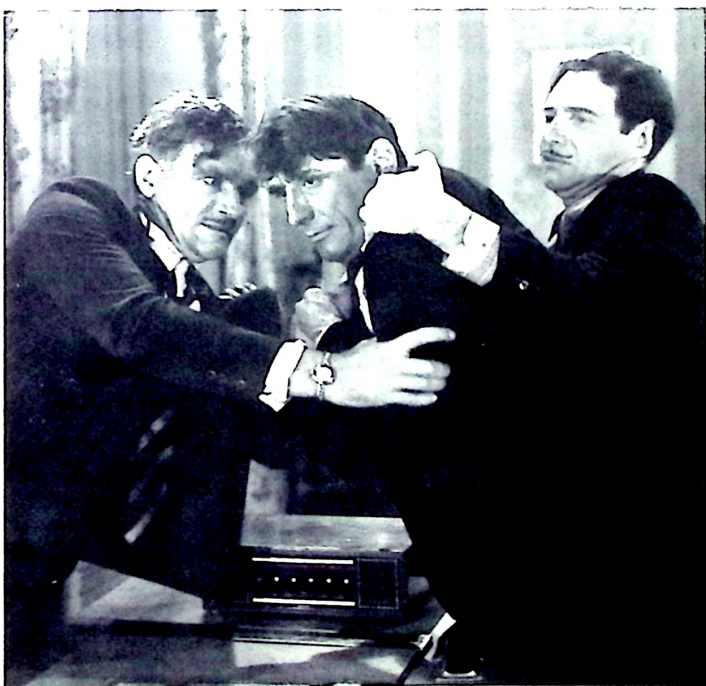
Victor Jory was a very sullen man. Yet he lived life to the fullest. He was most dedicated to his fellow actor and represented his profession as various chairmen within the Screen Actors Guild.

Victor Jory's early life read like a book. His life started in the barren straights of the Alaskan wilderness. Always into physical fitness Victor took up boxing as a profession and as a way of maintaining his own well being. He had many professional fights, but decided to turn to acting as a way to support himself in later years.

This writer first met Mr. Jory in St. Louis at the Western Film Fair. It was his first time at a convention and like other top stars did not really know what to expect. He proved to be the highlight of the convention and as we'd say the "HIT OF THE SHOW."

Jory's first real experience with the world of acting came at the old Pasadena Playhouse. In fact, that's his first love, the stage. But times were hard in the early 30's. The depression was on and an actor had to eat. Signing with Fox Studios Victor appeared in an early 30's pix, "SAILORS LUCK." From there it was on to some really big fan remembered films such as MIDSUMMER'S NIGHT DREAM, THE ADVENTURES OF TOM SAWYER (remember the evil Injun Joe) and of course GONE WITH THE WIND.

1940 saw Victor venture into our World, the world of the serial. Jory landed the starring role as a hero and what a hero. THE SHADOW was already popular on radio. Jory brought him to life on the screen in 15 thrilling chapters. He also had the very difficult task of creating not one, but three separate characterizations within the serial. If not for his acting and stage background he would never have been able to carry it off, but he did. That very same year Columbia signed him to star in yet another serial, THE GREEN ARCHER co-starring



lovely Iris Meredith. With two serials under his belt Jory bid farewell to a genre we all know and love. Once again when asked how he enjoyed making serials he replied... "THE MONEY." The early 40's saw Victor in a string of Hopalong Cassidy films. Needless to say riding a horse was not one of his most favorite things to do on film or off.

From time to time in the late 40's Victor returned to stage, a form of acting he could never get enough of. However, being a highly regarded character actor Hollywood always sought him out for a film. When television came into bloom Jory starred in his own series "MANHUNT."

In recent years he completed roles in THE MIRACLE WORKER, PAPILLON and his last featured role in a motion picture was in THE MOUNTAIN MEN, a film by Frasier Heston, Charlton's son.

February of this year Victor Jory passed away at the age of 79. To all of us he was THE SHADOW. We hate to lose him, but on film we can always see him and hear his masterful voice, as he strikes fear into the hearts of men — and entertains us over and over again.

Dick Lane, Pioneer T.V. Announcer, Dead at 83

Pioneer television personality Dick Lane, whose "Whoa Nellie!" sportscasting style helped popularize wrestling and roller games for a generation of television audiences, died Sunday at his home on Lido Isle, Newport Beach, after a brief illness.

Lane, 83, was a veteran performer in vaudeville, the legitimate stage, radio and 283 motion pictures, but was best known for his work in early local television.

He began as a used-car television salesman — denting automobile hoods and once knocking off a fender on-camera in the zeal of his hard-sell pitchmanship and continued as a wrestling commentator-promoter, following this with a stint as commentator-announcer for the Los Angeles Thunderbirds roller-game team.

"It's show business," he said, "and that is the business I've been in since I was a little kid..."

And he was a success by any show business standard.

At the height of his career as a wrestling sportscaster in the early 1960s, Lane's fan mail averaged 1,000 letters weekly — a figure that would have done credit to any film star.

"It's mostly older people who go for my stuff," he said.

"At that stage of life, things can be lonely and dull. They vent their spleen by writing to me and going to wrestling matches. These little ladies, who only raise their voices to call their husbands to dinner, can cheer for their favorites and scream at the villains.

"Henpecked husbands, who've been browbeaten all week, sit at ringside and call the biggest guy they ever saw 'louse' or 'fink' and get away with it. It's a real release..."

Born May 28, 1899, at Rice Lake, Wis., Lane was the son of a farm family, but discovered his vocation as a performer when he was just eight years old.

"My third-grade teacher," he said, "saw me as a precocious kid, able to recite at the drop of a hat. I had a poem for everything...I could memorize quickly and I was a real ham.

"My parents objected at first, but finally they allowed me to do repertory theater in the summers. I made up my own billing: 'Singing and Dancing Juvenile — Will Travel' and I got jobs."

By the time he was a teen-ager Lane was a seasoned professional.

He toured Europe with a circus doing an "iron jaw" routine that required him to hang by his teeth from a moving bar at the top of the tent; worked as a drummer with a band touring Australia ("I couldn't really play drum, but by the time they found out it was too late — I had learned enough to keep up with them"), and wound up playing the Palace (the top booking in vaudeville) in New York with a song-and-dance act and working with Al Jolson in "Big Boy" at the Winter Garden.

"And that," he said later, "is where I got introduced to wrestling. I saw my first match — and I was hooked..."

He continued in show business, moving to Hollywood and appearing in 33 films during one 18-month period. He made his most indelible public impression in the role of "Inspector Farraday" opposite Chester Morris' title role in the "Boston Blackie" features.



It was during this period, when he had a job at Paramount, that he was introduced to television.

"I had already done a little television — before most people knew there was such a thing," he said. "In 1931, I hit New York broke and out of work after a road-show tour with a 'Connecticut Yankee' troupe, and someone said I might find work up on top of the Vanderbilt Building.

"I went up there and sure enough a station called W2-XII (now WNBC) was looking for a model-announcer. I tried it, but when I got a job with Texas Guinan, I left in a hurry.

"Now, at Paramount, I found a little thing off to one side with a sign that said 'television production' and I went in and there was just one guy, who I later found out was Klaus Lansberg (engineer and guiding genius of KTLA for many years).

"We liked each other and worked together after a day's filming, experimenting with scripted shows, audience participation shows and quizzes — trying to see what the public would like.

"The station was called W6XYZ, the year was 1942 and nobody was listening — but we kept at it. And pretty soon I was working steady at the same station, which was now called KTLA, Channel 5..."

KTLA went commercial in 1947 and Lane went with it, as a newsman.

He covered the first telecast of an atomic explosion (from the top of Mt. Wilson, where he was able to see the fireworks going off 100 miles away in Nevada), and he pitched automobiles for 10 years on the Spade Cooley show.

Once, when he dented the hood of a car on camera, a viewer bought it on condition that he carve his autograph in the dent with a nail.

"I did it," Lane said, "and the sponsor thought it was great!"

When the Olympic Auditorium decided it was time to begin television its wrestling bouts, Lane began weekly telecasts from ringside (in 1946) and added the Roller Games telecasts in 1951.

Both continued until he went into semiretirement in 1976. The wrestling broadcasts became the longest-running week-



Famed West Coast professional wrestler FREDDIE BLASSIE, RICHARD LANE, wrestler ERIC FROLEICH and the late wrestler matchmaker JULES STRONGBOW, all seen in 1971 at the WRESTLING FANS INTERNATIONAL ASSOCIATION CONVENTION in which Richard was honored as ANNOUNCER OF THE YEAR.

ly series in television history, featuring such characters as Gorgeous George, Mr. Moto (with his dreaded "sleeper" hold, the name personally invented by Lane), Doc Grable, with his alleged hypnotic powers (viewers were warned, by Lane, not to look too closely lest they become hypnotized themselves) and Freddie Blassie, who saw a world filled with "pencil-necked geeks."

Through it all, there was Lane's running commentary — always laced with the "Whoa Nellie!" expostulation that he privately admitted was an acquired habit, intended to keep him from "cutting loose with blue words on the air."

"I never knew anyone named Nellie in my life," he said, "and I knew very little about wrestling when I started. I'd managed one wrestler — Danny McShain — but when I started telecasting, I just made up names for holds as I went

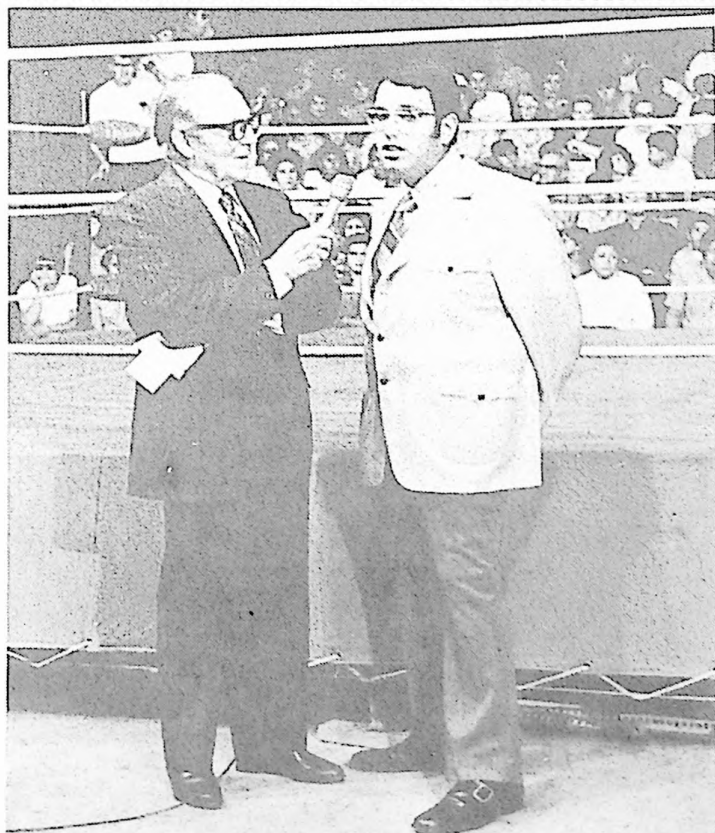
along.

"Some of those names are official now."

In addition, he conducted the annual Huntington Park Christmas Parade telecasts for years and was the chief commentator for the early telecasts of the Tournament of Roses Parade in Pasadena.

Though television work had gradually crowded film appearances out of his life in the early 1950s, Lane continued to be offered roles until the end of his life. He did a cameo appearance in "The Kansas City Bomber," a film about roller derbies, in 1976, but accepted few offers in any medium after that time.

Lane is survived by his wife, Esther, with whom he recently celebrated his golden wedding anniversary; a daughter, Victoria Ann; a son, Barry Michael, and one granddaughter.



One of my early appearances with RICHARD LANE on our wrestling program seen in the Los Angeles area. A true professional.

A Special Rememberance

By Jeff Walton

I look at the pictures on these pages and honestly feel like crying. I worked with Dick Lane every week from 1970 to 1975 on our weekly wrestling program here in California. I was the Associate Producer of the program as well as announcer on the show. Every week I would sit down with Mr. Lane at the TV studios of Channel 13 and go over our entire live 90 minute show.

I knew Mr. Lane since I was about 16 years of age when I followed him around the Olympic Auditorium on wrestling nights. Not a night would go by that he would miss talking to us kids. In fact, Dick always had time to stop and chit chat with people who wanted his autograph and to bend his ear. Even if it was late at night he'd stop and talk.

The biggest thrill of my life is when Mr. Lane and I were on TV together for the first time in the early 70's. I mean here I was with this true legend of show business. What an honest to goodness thrill. I learned a lot from this great man.

Recently ran JUNIOR G MEN OF THE AIR in which Richard has a featured part. In it you can see why Universal and every major studio wanted the services of Dick Lane. He was a professional. You believed in what he said and did.

When Dick left our wrestling program in 1973 he semi-retired himself and took life easy. He deserved it. I spoke to him about two months before his untimely passing. I admired Dick Lane. I knew him and was honored he knew me. He was a star in every sense of the word. Dick, if you can somehow read these words know I and millions of other fans will miss you. In my book there will never be another RICHARD LANE.



COLOR PIN-UP

The Daredevil Cast of the ABC Adventure Series "Tales of the Gold Monkey"

ABC's

Tales of the Gold Monkey

It is 1938 in a lush backwater corner of the South Seas populated by a plot-provoking mix of merchants, misfits, pirates, princesses, priests, soldiers, sailors, singers, and spies. The fastest means of transportation is Jake Cutter's well-worn Grumman Goose. Whether he's flying passengers or cargo through the mysterious Marivella Islands, the handsome expatriate American pilot is inexorably drawn into exotic adventures, surprising intrigue, breathtaking action, and delectable fun in "The Golden Monkey," a high-styled one-hour dramatic series premiering this fall on the ABC Television Network.

Formed by volcanoes, the hundreds of tropical Marivella islands are mandated to the Japanese in the north and the French in the south. Some have been colonized, some are inhabited by primitive native tribes, some teem with unpredictable animals. Most are unexplored; legend surrounds them all.

Jake Cutter's temperamental seaplane is the closest thing there is to an inter-island airline. On his home-base of Boragora, there's only one place to go: the Monkey Bar, famed for its wood carvings, tinkling piano, enigmatic patrons and whispered information. The big trans-pacific Clipper lands once weekly, and as the global travelers mingle with the locals in the tropical heat, there's not telling what mischief or mayhem may develop.

Caught in the midst of all this is Cutter. Blond, attractive, with a wry sense of humor and intelligent blue eyes, Jake has the makings of an old-fashioned romantic hero — but he doesn't know it. Like his fellow islanders, Jake obscures his past and his passions. However, his jacket's Flying Tiger patch hints of a daredevil, his disdain for quick liaisons suggests a romantic, and his hunger for the major league baseball scores conveys a yearning for home. He's loyal to his friends, and respectful of an honest adversary.

His most frequent companion is Jack, a fiery one-eyed terrier who will never forgive Jake for gambling away his jeweled glass eye. He's aloof when Jake is being foolhardy, but if Cutter's life is threatened, this fearless little dog will leap into action without hesitation.

Equally willing to lay down his life for Jake is his mechanic, Corky. He's a good mechanic when sober, and Jake realizes that every time Corky gets the goose flying again, it helps him remain so. He's also a helluva piano player. Jake couldn't have a better friend.

Neither could Sarah Stickney White, the willowy, contrary, auburn-haired American whom Jake helped in landing a job as singer at the Monkey Bar. Behind her elegant yet innocent exterior hides an American agent keeping an eye on suspicious activities. In Jake she's found an ally, although at times an infuriating one, and an attraction both are reluctant to admit.

Sarah's employer is Bon Chance Louie, the dapper proprietor of the Monkey Bar and the French Magistrate de Justice. He depends on Jake to transport the delicacies and staples that give the Monkey Bar its panache and profit. A lovable rogue, he may overlook those infractions that are merely an inconvenience. He's a thief to rule the thieves.



Adventurous cargo pilot Jake Cutter (Stephen Collins) finds that the welcome mat is not out when he goes in search of an ancient solid gold monkey guarded by a band of large and ferocious apes, in the special two-hour premiere of "Tales of the Gold Monkey."

Pushed to the limit, Louie might kill you, but he would never embarrass you.

Keeping an eye on the souls of the islanders is a pompous Dutch minister, The Rev. Willie Tenboom. Remove his clerical collar — as he does often with the native girls — and you will find a German military spy, but one more fumbling than threatening.

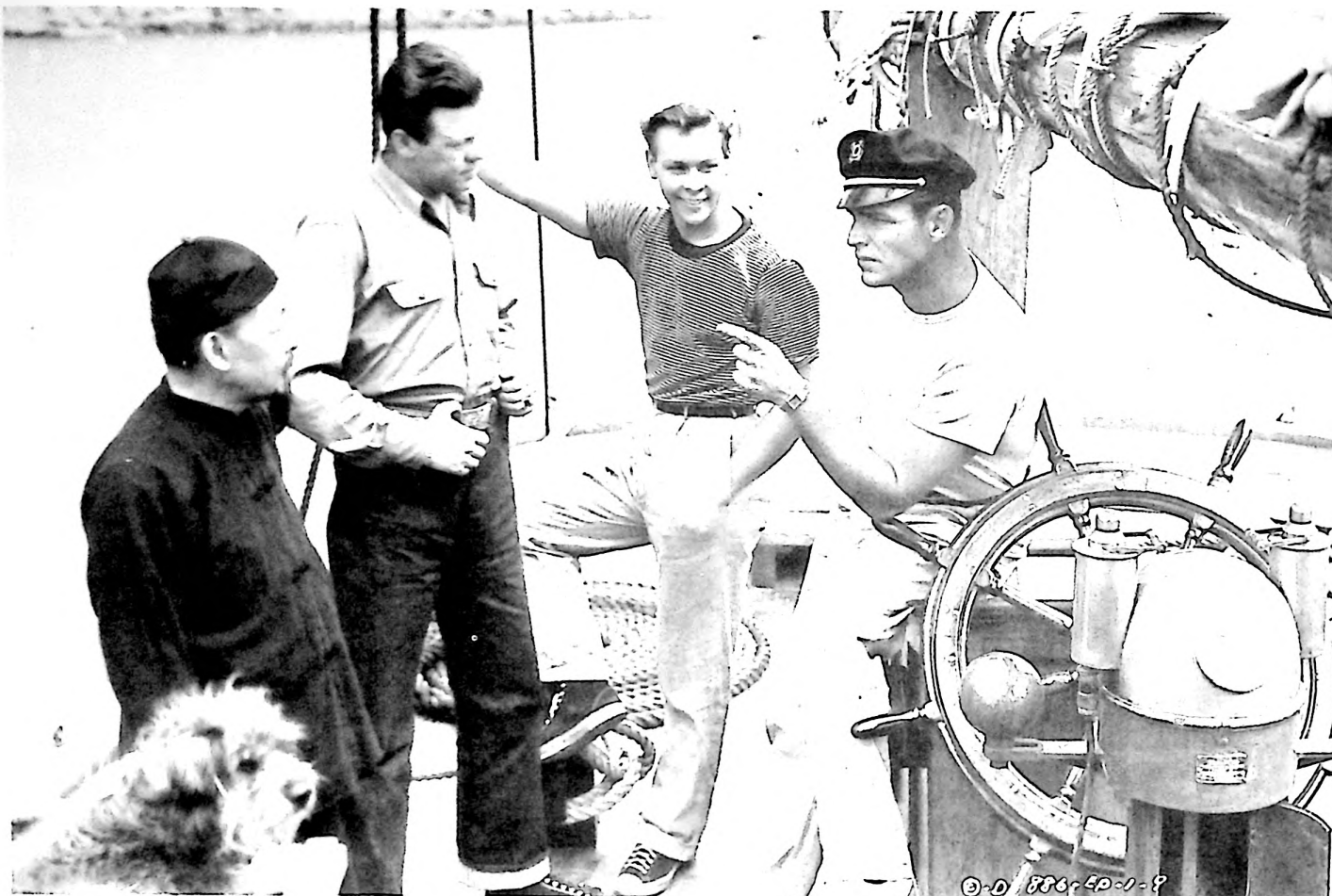
Among the most formidable islanders to whom Willie must represent Berlin is the villainous but exquisite Princess Kogi, who commands a vast fleet of trading ships and an army of warriors from her headquarters on Matuka in the Japanese mandate. Daughter of an Irish sea captain and a Japanese princess, she stresses whichever half of her bloodline is advantageous in her changing alliances.

Her 19th Century army is commanded by Todo, a Samurai warrior of great bravery who hates everything Occidental. He is as gullible as Princess Kogi is jaded, but fierce in battle.

"Tales of the Gold Monkey" stars Stephen Collins as Jake Cutter. Also starring are Jeff MacKay as Corky, Caitlin O'Heaney as Sara Stickney White, Marta DuBois as Princess Kogi, John Calvin as The Rev. Willie Tenboom, John Fujioka as Todo, Leo as Jack the one-eyed dog, and Roddy McDowall as Bon Chance Louie.

"Tales of the Gold Monkey" is a Universal Television Production in association with Belisarius Productions, Inc., filmed at Universal Studios and on location in Hawaii. Don Bellisario is executive producer, Bob Foster is supervising producer, Don Baer is producer, Rick Weaver is co-producer, and Paul Savage is story editor.

More on "The Gold Monkey" Next Issue...



The Sea Hound

by Charles McCleary

CAST

Captain Silver	BUSTER CRABBE
Tex	JAMES LLOYD
Ann Whitney	PAMELA BLAKE
Jerry	RALPH HODGES
Cookie Kukai	SPENCER CHAN
Admiral	ROBERT BARRON
Stanley Rand	HUGH PROSSER
Manila Pete	RICK VALLIN
Murdock	JACK INGRAM
John Whitney	MILTON KIBBEE
Lon	AL BAFFERT
Black Mike	STANLEY BLYSTONE
Sloan	ROBERT DUNCAN
Vardman	PIERCE LYDEN
Singapore Manson	RUSTY WESCOATT
Van Wart	EMMET LYNN
Andre	WILLIAM FAWCETT
John Lawson	CARL LeVINNESS
Malaya Jim	DELMAR COSTELLO
Kelahna	HARRY VEGAR
Naylah	TONY BALBUENA
Ilani	DELORES CASTLE

Chapter 1: Captain Silver Sails Again

The schooner SEA HOUND, which is cruising to tropical waters under the command of Captain Silver, intercepts an SOS from the yacht ESMERALDA. The message is to the effect that the yacht's being attacked by pirates in Typhoon Cove.

Silver and his crew, consisting of Tex, a sea going cowboy, Jerry, a young boy, Cookie, a Chinese inventor-scientist, and Fletcher, the ship's dog, set out for the Cove.

White men disguised as natives are attacking the yacht. Stanley Rand, the ship's owner, Ann Whitney, his guest, Vardman, Rand's confidant, and members of the crew are cornered on the island by another group of thugs, disguised as natives. They are in the pay of a mystery man known as the Admiral, a ruthless sea-robber who poses as a respectable trader and rubber planter.

The second group of thugs, led by Manila Pete and his henchman Murdock learns that Silver's enroute to the Cove, and has his men sink the ESMERALDA. Pete plots with Lon, Sloan and Singapore Manson to trap the SEA HOUND.

Silver and his friends reach the Cove in time to break up the fight between Rand's group and Pete's mob.

Pete's thugs attempt to board the SEA HOUND, but Cookie, through a clever device — he has electrified parts of the vessel so he can shock interlopers, drives off the thugs. Murdock is taken prisoner by Silver, but he escapes. In the fight, two of Rand's sailors are killed.

Silver gets Rand, Ann and Vardman to the SEA HOUND and sets sail for Diamond Cove. The Admiral orders his men to prepare a "suitable welcome" for Silver.

Meanwhile, Silver learns that Rand and Ann have come to meet Ann's father, John Whitney, who has discovered the location of a hoard of Spanish gold in a sunken galleon. Whitney hoped to use the fortune to set up a foundation to fight tropical diseases. But Rand and Ann have been unable to find the man.

Instead, they were attacked by the native pirates, actually white men working for the Admiral.

Silver offers to help Ann and Rand. They head ashore in the launch SPRAY HOUND. As it passes through a passage skirting a coral reef, a depth bomb, planted there, explodes!

Chapter 2: Spanish Gold

The launch miraculously escapes the bomb, but those aboard are shaken up. Capt. Silver and the group land at the Kanoa settlement. Rand and Vardman seek information about the ESMERALDA, while Ann, Silver and Jerry visit the cafe operated by Van Wart.

Meanwhile, the Admiral's men attempt to take over the SEA HOUND. Cookie and Tex are made prisoners, while Fletcha, the dog, gnaws their bonds and frees them. Cookie turns on the electrical current, freezing the pirates to the wheel. Tex and Cookie tie them up and then throw the thugs overboard. Pete and his men work their bonds loose and swim for shore.

Jerry, in the meantime, falls into pirate hands. Captain Silver, searching for him, suspects that Van Wart's in league with the pirates, but falls into a trap. He battles the thugs, frees Jerry and rejoins the others.

Silver and his friends set sail for the lagoon in search of the sunken galleon and the legendary treasure following directions on the map in Rand's possession which they believe to be genuine.

Word of Silver reaches the Admiral on his yacht, the ALBATROSS, anchored in Hidden Inlet. He orders Manilla Pete to have a native diver stand by.

Silver, wearing self-contained diving gear, wades into the lagoon. Underwater, he finds part of the wreck and a treasure chest. But it's empty. As he starts for the shallow water, he's caught by the diver working for the Admiral.

He's attacked with a knife that slashes his diving outfit, letting all the air out. Silver, dazed, faces the native, who has his knife poised for the kill.

Chapter 3: Mystery of the Map

Capt. Silver is saved from the native's undersea attack when a shark appears and attacks the native, killing him. Silver escapes to the surface and reports his failure to find the treasure.

Later, Silver questions Van Wart, who refers him to an old beachcomber named Andre who may be able to locate the fortune. Silver learns from Andre that the treasure was taken by natives, but doesn't know where.

Entering the cafe, Silver finds Rand and Vardman surrounded by thugs. A fight ensues. Pete and his men pretending friendship for Silver, drive the thugs off. The Admiral invites Silver and his friends to visit his rubber plantation in the interior.

Silver leaves Tex and Cookie to stand by on the SEA HOUND. At the plantation, the Admiral tells Manilla Pete that he intends to kill Silver and his friends. The Admiral hears that Rand and Vardman robbed a man, supposedly John Whitney, of a map, and that Whitney was captured by fierce natives in the interior.

Whitney himself, suffering from amnesia, had actually been taken to a native village, the entrance of which is through a secret staircase, inside a rocky cliff. The natives consider him insane. The tribe also has the treasure and Whitney has seen it, but the fact hasn't registered on his sick mind.

Rand, in Silver's presence, tells the Admiral, who is supposedly friendly, that they're hunting for treasure.

The Admiral says he doubts its existence. After Silver and his friends have retired to a house placed at their disposal, the Admiral's men lock the exits and set fire to it. Silver awakens his cohorts and they try to escape, but are blocked at every apparent exit. The flames, fanned by a high wind, soon envelop the house with the group inside!

Chapter 4: Menaced By Ryaks

Capt. Silver finds a means of escape by using a table as a battering ram, opening an exit through the wall of the house. Silver, Rand, Vardman, Ann and Jimmy escape in time.

The Admiral pretends concern for his guests, although secretly he plans to gain control of the map showing where the Spanish gold is, unaware that the natives have the treasure.

Silver, distrusting the Admiral, goes into the jungle. He rescues John Lawson, a white prospector, being held by Black Mike, overseer of the Admiral's slave camp, but Lawson is recaptured by Mike's thugs. In the belief that Lawson may be Ann's father, Silver makes a second try.

Meanwhile, the Admiral makes plans to trap Silver and Rand in the jungle. Silver and Rand narrowly escape capture following a fight between Rand and Black Mike. They rescue Lawson.

Ann is disappointed when she finds that it's not her father that the two men rescued. Silver and his friends are being trailed by fierce Ryak warriors, while Lawson discloses to Silver that he has knowledge of the missing treasure and has promised to help in the search.

During the trip back to the Admiral's plantation, Ann vanishes. Then Lawson meets death by strangulation. The natives try to kill Rand with a rock-like weapon, similar to a bola. As Silver goes to Rand's aid, a bola streaks through the air, striking him!

Chapter 5: Captain Silver's Strategy

Captain Silver is saved by the timely arrival of Rand and Vardman who drive off the Ryaks, wounding two of them. Ann reappears and says that she was knocked out by an unknown person.

Silver sends her back to the plantation with Rand and

Screen Play byGEORGE H. PLYMPTON
LEWIS CLAY
ARTHUR HOERL

Based on the well-known radio program and comic magazine, *The Sea Hound*.

Produced bySAM KATZMAN

Directed byWALTER B. EASON
MACK WRIGHT

Assistant DirectorMACK WRIGHT

Production ManagerDAVID KATZMAN

PhotographyIRA H. MORGAN, A.S.C.

Film EditorEARL TURNER

Art DirectorPAUL PALMENTOLA

Set DecoratorSIDNEY MOORE

Sound EngineerJOSH WESTMORELAND

Music byMISCHA BAKALEINIKOFF

Vardman, while he and Jerry trail the wounded natives. They find them dead.

The Admiral tries to blackmail Rand and Vardman into joining him in search for the hidden treasure, demanding that Rand and Vardman turn over the map which he says was stolen from Whitney. The two men refuse to commit themselves and stall for time.

Captain Silver and Jerry, having returned to the plantation, start a fight with the Admiral's men when the admiral learns that Silver intends leaving, taking his friends with him. Silver and his friends fight their way to freedom.

The Admiral tells his men that he set a trap in the event Silver reaches the SEA HOUND.

As Silver leads his group through the jungle, a tree crashes in their path, just missing them. Rand's almost wounded by a poison dart, shot by a mysterious enemy.

Later, Jerry falls into a pit in which a leopard waits. He's saved in time, however.

Deep in the dense jungle, Rand and Vardman fall into a camouflaged pit, seemingly impaled on sharp spikes.

As Silver and Jerry rush to the rescue, Ann is seized by the groping tendrils of a man-eating plant. The tendrils close around her throat, choking her!

Chapter 6: The Sea Hound At Bay

Capt. Silver and Jerry rescue Rand and Vardman, who are unhurt, from the pit, and then get back in time to save Ann from being choked to death by the man-eating plant. They continue to head for the SEA HOUND.

Meanwhile, Murdock, Lon and Sloan, disguised as natives, board the ship, but Tex recognizes Murdock and a fight starts. Tex and Cookie are beaten and the ship's taken over. Silver, reaching the beach, discovers the vessel's disappearance and deduces what happened.

The group makes their way across the island to Hidden Inlet where the ALBATROSS, the Admiral's yacht, is moored. After a fight with the men on board, Silver and his friends take over the ALBATROSS and put out to sea, hoping to catch the SEA HOUND before it reaches the inlet.

When it overtakes the SEA HOUND, the thugs on board, seeing their chief's ship, think the Admiral is aboard. They discover too late their mistake. Silver fights with Murdock and his friends take on the other thugs.

Silver, high on the crow's nest is pursuing Sloan. In the fight above deck, Murdock takes a pot shot at Silver, who's fighting with Sloan. Silver falls from the crow's nest and plunges toward the smoking hold of the ship!

Chapter 7: Bland's Treachery

Silver's not hit, but merely lost his balance. The momentum of his fall carries him beyond the ship's rail into the sea. Tex hauls him aboard. They get the SEA HOUND back, while the thugs retreat to the ALBATROSS, but Sloan's still in the crow's nest.

Just as Silver is about to capture him, he uses a rope for a giant swing which carries him to the ALBATROSS. The SEA HOUND proceeds to Diamond Cove.

That night, the Admiral's men sneak aboard the SEA HOUND, and after a fight with Rand, obtain a copy of the treasure map. Rand, however, secretly retains a duplicate copy. Cookie reports to Captain Silver that the maps are gone. Silver goes ashore to find the thugs and meets old Andre, who tells him a weird story involving the capture of a white man by the Ryaks, who took him to a mysterious settlement in the interior.

Silver believes that the white man is John Whitney. He encounters Murdock, who flees. Silver beats off an attack by Sloan and Lon, then follows Murdock into a cave along the

beach, the front entrance of which is below water at high tide.

Murdock gets out by the rear entrance and seals it to stop pursuit. Captain Silver tries to leave by the front, but a wave knocks him against the rock wall.

Stunned, Silver lies unconscious and helpless as the tide rises. The tides sends in wave after wave, with Silver apparently doomed by drowning!

Chapter 8: In the Admiral's Lair

Captain Silver regains consciousness as the tide comes in and keeps his head above water by clinging to a rock. While the water rises, Tex is searching for Silver and encounters Murdock. He chases the man up a cliff. There's a fight and two men plunge into the inlet far below. Tex forces Murdock to reveal Silver's whereabouts.

Silver is rescued, despite Murdock's efforts to seal both the captain and Tex in the cave.

Murdock later delivers the map, stolen from Rand, to the Admiral, but the gang leader can't make it out: it's coded. The Admiral contrives to get Rand on his side to decipher the document.

Rand receives a message to contact the Admiral by radio. Capt. Silver learns of this and accuses Rand of treachery. Rand protests his innocence, but Silver gets suspicious. Rand decides to join the Admiral and shoves off for shore with Vardman.

Captain Silver follows him to the plantation, and disguised as one of the thugs, gets confirmation of his suspicions. However, his presence is discovered and he has to flee, but the Admiral hasn't learned his true identity.

Silver runs along a trail, pursued by the Admiral, Rand and Vardman, Lon and Singapore. The thugs catch up with Silver, but he plunges into a bog. He manages to free himself only to be blocked from escape by a boiling pool, heated by hidden fires.

Silver tries to cross it by grabbing a vine and swinging across. He fails and is left suspended over the pool, a perfect target. The Admiral shoots at him, and Silver drops into the pool!

Chapter 9: On the Water Wheel

Tex and Jerry arrive in time to rescue Silver, but to their amazement, they find he hasn't even been scalded. Instead, he's shivering. The steam effect of the pool was caused by carbon dioxide gas. The trio returns to the ship, only to find the ALBATROSS closing in.

The SEA HOUND escapes pursuit.

Meanwhile, the Admiral throws Rand into the jungle slave camp with Vardman when Rand can't provide information regarding the location of the treasure. Silver and his friends have established a camp near the slave compound. They see Rand and Vardman being tortured. The Admiral's sure they are withholding what they know. The Ryak natives attack the slave camp, seize Rand and Vardman, but the Admiral and his men escape.

Silver deduces that the Ryaks are in some way connected with the treasure. Later, he and Jerry save Rand and Vardman. However, the two men later escape from Silver and Jerry when they are attacked by the Admiral's men.

Manilla Pete and Singapore capture Silver and Jerry, turning them over to the Admiral. Tex, meanwhile, searches for them.

Silver and Jerry are lashed to a water wheel in an irrigation canal. The Admiral demands that Silver decode the map, but Silver denies knowing the code. The Admiral, refusing to believe him, orders the wheel turned so that Jerry's submerged. The boy will drown unless Silver gives the Admiral the desired information. But Silver doesn't have it!

Chapter 10: On the Treasure Trail

Tex saves the two by opening a sluice gate, lowering the water level, and then overpowers the Admiral. He ties him up and then frees his friends. Tex, Silver and Jerry return to camp where Ann's presumably waiting.

Ann's taken prisoner by Rand and Vardman who hope to use her as a talking point in any negotiations with Captain Silver and his friends. Silver and the others chase the kidnappers.

Meanwhile, Maylay Jim reports to the Admiral concerning Ann. The information is received by Kelahna, the Ryak's high priest. Whitney has recovered from his amnesia, but still pretends to be insane. He has hopes of meeting his daughter, especially when he's sent with Nylah and a party of warriors to investigate the strangers.

Silver and his friends attack Rand and Vardman and free Ann. At this moment, the Ryaks attack. Captain Silver places Rand and Vardman under the care of Tex and Jerry, and plans to deal peacefully with the natives.

Ann glimpses her father with the natives, who appear belligerent. Suddenly, a mysterious volley of shots coming from the brush disorganizes the talk. Rand and Vardman knock out Tex in the confusion and escape. Silver and Ann flee from the furious natives, but are met by a second volley of shots!

Chapter 11: The Sea Hound Attacked

Silver and Ann fall to the ground to escape the shots, fired by the Admiral's men. The Ryaks first suspect Ann and Silver, but find they are innocent.

Silver and Ann rejoin Tex and Jerry, and set off to rescue Whitney, who vanished with Naylah. Later, Silver and his friends come upon an escarpment in the shape of a galleon, barring the way to the settlement. This is the Ryak temple.

Rand and Vardman, with Van Wart's help, board the SEA HOUND, guarded only by Cookie and Fletcha, the dog. Cookie switches on the electric current, freezing the intruders to their chairs. Later, Cookie repels the sailors who've come to man the vessel for Rand and Vardman. He tosses the two traitors into the sea.

Captain Silver and the others have established their camp at the foot of the escarpment and manage to rescue Whitney. But Silver is captured by the Ryaks. Whitney, reunited with his daughter, says he knows where the treasure is, but it's almost inaccessible. Tex and Jerry set out to find Captain Silver.

The Admiral and his men look for Whitney and run into the two searchers. Tex and Jerry are knocked out and left by the thugs atop a huge ant hill. They then capture Whitney and Ann.

In the Ryak camp, Naylah has Captain Silver spread-eagled and tied to two saplings. When the ropes holding the saplings are cut, the trees will snap back into their positions. Silver's to be torn in two! A warrior moves forward to cut the thongs that will bring about Silver's death!

Chapter 12: Dangerous Waters

Tex and Jerry regain consciousness and manage to save themselves from the ant hill. They then arrive at the village and save Silver from the torture by leaping upon the trees and holding them down so the thongs are cut. They beat off the Ryaks and escape with Silver.

The three rescue Ann, who is tied and gagged, and set off for the plantation to rescue Whitney, now the Admiral's prisoners, but they find no trace of him.

Aboard the ALBATROSS, the Admiral's trying to wring information from Whitney regarding the treasure, but Whitney pretends to be insane. The Admiral has Whitney

locked up. Captain Silver, learning that Whitney's aboard the ALBATROSS, decides to save him, but it's a one-man job. He swims to the ship and climbs the anchor chain to the deck.

He knocks out Murdock, frees Whitney and the two swim for shore, pursued by a small boat. The boat catches up, but Silver overturns it. The Admiral himself goes in pursuit in another boat with his cohorts.

Ashore, Silver and Whitney scale a cliff to escape the thugs, but Lon and Sloan, who've swam ashore, are on their heels, with Murdock and Singapore bringing up the rear.

Silver and Whitney reach the top, with their enemies closing in. They are too tired to go on, and crawl into a hollow log, hoping the thugs will pass them by. Lon spots them, and he and Sloan push the log over the cliff with Captain Silver and Whitney inside. It plunges down onto the waves and rocks below!

Chapter 13: The Panther's Prey

Silver and Whitney survive the fall when the log strikes a wave, cushioning the plunge. Silver and Whitney head for the jungle, pursued by Lon and Sloan. Rand and Vardman are under the false impression that Whitney's the Admiral's prisoner, and start for the plantation, taking a devious route through the jungle.

Deep in the jungle, Captain Silver and Whitney are surrounded by the enemy and a fight begins. Tex, Jerry and Ann, after outwitting the Admiral and his men, join Silver and Whitney, finding refuge behind some rocks. Captain Silver sends Ann and her father into the jungle and plans to meet them later.

Under the cover of darkness, Silver, Tex and Jerry escape a jungle trap and maneuver their position so that the Admiral's thugs wind up fighting each other. Ann and her father are captured by Rand and Vardman. Silver and his friends are dismayed when they fail to meet Ann and Whitney and suspect Rand and Vardman of kidnapping them. Silver and the others head for the Kanoa settlement to find them.

Meanwhile, the two traitors bargain with the Admiral over Whitney. They promise to join forces provided the Admiral will share the treasure once Whitney shows them where the treasure is.

The Admiral agrees and the prisoners are turned over to him. Captain Silver and the others find this out and plan to rescue Whitney. That night, however, Ilani, a native girl, jealous of what she supposes to be Singapore's interest in Ann, turns a black panther loose in the hut where the girl is being held captive!

Chapter 14: The Fatal Double-Cross

Captain Silver shows up at that moment and manages to save Ann from the black panther. They escape into the jungle. There, Captain Silver's group plans to rescue Whitney. In the slave camp, the Admiral's men threaten to torture Whitney unless he reveals the location of the treasure.

Silver gets word of Whitney's predicament. Rand tries to double-cross the Admiral by bribing several of the Admiral's henchmen to join him. Word of this reaches the Admiral, who decides to bide his time, keeping Rand under surveillance.

Later, Murdock betrays Vardman to several of the Admiral's men. In the fight, Vardman, Singapore and Manilla Pete are killed. The others join the Admiral. Rand, learning he has been marked for death by the Admiral, tries to kill the outlaw chief. The Admiral is saved, however, by the loyal Murdock, and he sentences Rand to death.

Rand's taken to the edge of a cliff by Lon and Sloan and tied to a tree. He tries to bribe them, but they turn him down.

From a concealed place, Silver and Tex, who have been

scouting the Admiral's camp, watch the preparations for Rand's execution. They see Lon and Sloan step back, aim their guns and prepare to kill Rand.

At that instant, Silver and Tex get the drop on the two thugs. Silver steps forward to release Rand, but Murdock appears, giving Lon and Sloan the chance to fire at Captain Silver as well as Rand. Silver, apparently shot, plunges over the cliff edge!

Chapter 15: Captain Silver's Last Stand

Captain Silver leaped from the cliff to save himself and wasn't shot. Rand, however, is killed by the volley of shots. The approach of a band of Ryaks saves Tex, who has been knocked out, from falling into the hands of the Admiral and his henchmen.

Jerry, searching for Captain Silver, comes upon Tex, whom he revives. The Ryaks take Tex and Jerry prisoner. Silver, meanwhile, struggles to the top of the cliff to see his friends being taken. Silver rejoins Ann.

The Admiral, approaching the Ryak settlement, walks into a trap as the result of a scheme hatched by Malay Jim and Naylah, who plan to split the treasure between them. The Admiral directs Jim, whom he plans to double-cross, to kill Whitney. He then secretly directs Sloan to kill Jim.

The double-cross and double-double-cross fail. Whitney, the key to the treasure's location, escapes. Whitney rejoins Ann and Silver. The Ryaks torture Tex and Jerry by burying them up to their necks in sand and planning to kill them in a bath of molten gold, which is sent streaming towards them in a narrow trough.

The Admiral, Lon and Murdock fall into the hands of the Ryaks and are condemned to death. The Admiral bargains to save himself. Angered at this, Murdock kills his chief, while Lon is slain by a warrior.

Murdock takes advantage of the confusion and escapes by taking the chief as a hostage. Murdock is pursued and overtaken by Silver who frees the Ryak leader.

Murdock plunges over a cliff to his death. Later, Silver obtains the release of Tex and Jerry, who were saved from death when the molten gold solidified and stopped flowing toward them. The Ryaks, grateful to Silver for saving their chief, reward him by giving him the Spanish treasure. Silver and his companions, Tex, Jerry, Cookie and Ann, now permanently reunited with her father sail from the island, mission accomplished.

THE END



Blake of Scotland Yard

by Jim Stringham

Blake of Scotland Yard is an easy serial to criticize. It's also an easy one to enjoy. The picture is overlong at fifteen chapters, and cheaply made. The cliffhangers are comparatively tame. It's an old fashioned serial, comparable more to Mascot's efforts than the ones Republic was producing by 1937.

In fact, the story of criminal and detective masters of disguise is much like the exploits of Fantomas, Juve, Judex, and other mysterious characters who battled through the silent serials. Blake himself impersonated several different characters, usually exposed only by the arrival of the real thing. The most extreme use of disguise came in episode thirteen. A particularly repulsive hag employed by the Scorpion offered to sell Zegaloff the death ray. When he insisted on doing business with her principal, she simply unmasked (as Polinka), put on the Scorpion's costume, and continued dealing. The crone had an especially good entrance in chapter one, where she appeared, sat down, and blew her nose into her shawl with relish.

The serial repeatedly failed to live up to a promise. Chapter one ended with the words: "Who is the mysterious Scorpion? See the answer in chapter two 'Death in the Laboratory' at this theatre next week." Episode two — and the next twelve — indicated that the villain would be revealed in the following chapter. By the end of the picture, even the youngest viewers must have doubted the weekly statement. They probably knew his identity, in any case. A lack of red herrings left only two serious suspects, and one of them was cleared in chapter ten.

Victory Pictures
Sam Katzman
Present
Blake of Scotland Yard

<i>Ralph Byrd</i>	as	<i>Jerry Sheehan</i>
<i>Herbert Rawlinson</i>		<i>Sir James Blake</i>
<i>Joan Barclay</i>		<i>Hope Mason</i>
<i>Lloyd Hughes</i>		<i>Doctor Marshall</i>
<i>Dickie Jones</i>		<i>Bobby Mason</i>
<i>Nick Stuart</i>		<i>Julot</i>
<i>Lucille Lund</i>		<i>Duchess</i>
<i>Sam Flint</i>		<i>Henderson</i>
<i>Gail Newbury</i>		<i>Mimi</i>
<i>Jimmy Aubrey</i>		<i>Baron Polinka</i>
<i>Theodore Lorch</i>		<i>Daggett</i>
<i>George DeNormand</i>		<i>Pedro</i>
<i>Bob Terry</i>		<i>Peyton</i>
<i>William Ferrell</i>		<i>Count Basil Zegaloff</i>
<i>Frank Wayne</i>		<i>Charles</i>
<i>Dick Curtis</i>		<i>Nicky</i>
<i>Herman Brix</i>		<i>Adolph</i>

Directed by Bob Hill
Original Story by Rock Hawkey
Screenplay by Basil Dickey — William Buchanan
Supervisor: Robert Stillman
Production Manager: Ed W. Rote
Photography: Bill Hyer
Recording: Hans Weerin
Film Editors: Holbrook Todd — Fred Bain
Settings: Fred Preble



Jerry, Hope, Bobby, and Marshall prepare to demonstrate the death ray to the members of the Geneva Committee. The device looks remarkably like machines used in THE LOST CITY and UNDERSEA KINGDOM.

As the solemn theme plays behind the titles, there is just a hint of "London Bridge is Falling Down" that suggests that the picture may not be intended to be taken entirely seriously. Certainly the villains are more funny than frightening. In episode one, the Scorpion hides a bomb in a flower pot to carry it into Mallow Hall. He is a masked, cloaked, slouch-hatted, claw handed hunchback, but he conceals the infernal machine so he won't be noticed. His men aren't much better. After an unsuccessful raid on Blake's estate, Peyton remarks "A few more rough jobs like this and I'll find honest employment."

Jerry Sheehan and Hope Mason have a hilarious scene as two drunken American tourists in the Paris cafe. She forces Julot to take her as a partner in his violent Apache dance. After he hurls her around the room, Jerry slaps him on the back and says "Thank you! I've been wanting to do that for years. Did you have a happy landing, mama?" They get into a fight with the Parisian gangsters, finally driving them out of the place by hurling serving trays! Ralph Byrd and Joan Barclay obviously had a good time with their roles, and the rest of the cast seemed to share their enthusiasm. None overacted or walked through their parts. Even Dickie Jones as Bobby Mason was a believable and likable kid. He was given a natural talent for detection, and used it to good effect while searching the tunnels for the stolen death ray. When he told his sister "That's the place where, if I were the Scorpion, I'd hide the death ray." Somehow we knew that was exactly where it would be found.

Herbert Rawlinson was particularly good in the title role. His Blake was an intelligent, active, and unflappable investigator. Rawlinson had been playing serial leads since 1915 (Sanford Quest in *THE BLACK BOX*) but he still did this role with the vigor of a man half his age. Many of the fights and stunts are obviously his own work. The battles weren't up to the ones being staged by Republic in 1937, but Rawlinson's obvious enthusiasm helped to make them effective. Sir James Blake was in complete control of any situation, never baffled — except when encountering American slang. He and Jerry do a nice argument over whether criminal has taken in it on the lam, amscrayed, or run away. Each is looking sideways at the other, half suspecting that he might be putting him on. Bobby is picking up the talk from Jerry, to Blake's displeasure. When the detective is found half conscious, disguised as the Scorpion, he seems less concerned with his predicament than the boy's exclamation "The Scorpion, me eye! It's uncle Jimmy!"

One player, unbilled, is Herman Brix as Adolph. He is disguised by a moustache, scar, and eye patch. This does nothing to alter his distinctive voice, though, and he is easily identifiable as soon as he speaks.

I first watched *BLAKE* on early television, where its many fights, interesting characters, and background music made it more enjoyable than many of the Mascots and independents being shown. Seeing in today on video tape, it's still a pleasure to sit back and enjoy fifteen episodes of the adventures of a thoroughly likable group of people.

Chapter 1: The Mystery of the Blooming Gardenia

Midnight in London. A small boat moves quietly across the fog covered waters of the Thames to land a single passenger. Entering a shabby house nearby, this attractive woman opens a table lamp and speaks into a microphone concealed there. In an adjoining room, another mike is grasped by the hideous claw of an apparently deformed being. This is the Scorpion. He is a hunchback whose grotesque features — or mask — are partially concealed by a slouch hat and coat. He orders the girl to send his forces into action against Mallow Hall at



Joan Barclay as Hope Mason.



Blake finds Jerry Sheehan unconscious after a fall during the fight at Mallow Hall.

two, while remaining in the background herself.

In the dark street, she contacts a spectacularly ugly beggar woman, giving her a numbered identification coin and the message "Mallow Hall at two." The same words are relayed to several more of the disreputable types in habiting the riverside slum.

Mallow Hall is the building which dominates Sir James Blake's country estate. Now, uniformed and dress suited dignitaries are converging on the place. These are members of the Geneva Committee and others invited to see the demonstration of an invention which may alter the fate of whole nations. Also witnessing are the Scorpion's henchmen. Daggett, the butler, has let them into the cellars beneath the hall. They reach a concealed opening in the wall which gives them a view of the proceedings.

Doctor Marshall, a committee member who is also a friend and associate of Blake, tells the group that Sir James has retired from Scotland Yard to devote his efforts to completion of the death ray being developed by American Jerry Sheehan and Blake's niece Hope Mason. Now, the device is ready. The admiralty has sent an obsolete battleship, unmanned and radio controlled, into an area between an hundred and fifty and two hundred miles off Land's End. Hope and Jerry will attempt to find and destroy the vessel. Planes are patrolling nearby, waiting to monitor and report the results.

Operating their invention, the youngsters are able to locate the warship on a visual glass. The ray projector first halts its engines, then send a power beam that produces a devastating explosion aboard the doomed craft. Wireless signals from the navy planes verify "A perfect hit. She's sinking fast."

Blake explains that the weapon, rather than being given to any one country, is to be turned over to the League of Nations. Now, all states will be secure against attack by conventional armaments. Reaction vary. Admiral Brandon and members of the Geneva Committee are enthusiastic. Count Polinka, international dealer in weaponry and munitions, realizes that this could mean the end of his lucrative business. Representatives of warlike nations are worried. Stock in armament manufacturers and the bonds of aggressive countries will be dumped on the market. The Scorpion gang, also impressed, prepares to seize the ray machine as soon as the others have left.

With all outsiders supposedly gone, Sir James uses the sound magnifier, an invention of his own, to listen in on activities in the building. He hears the heavies talk, mentioning the names Count Basil and the Scorpion. Meters on the device show their location. Blake warns Hope, sends Marshall to take his young nephew Bobby to his room and call the police, then goes with Jerry to seek the invaders. They meet in the cellar. Neither side is eager to shoot, and a fist fight results. Outnumbered, Jerry and Blake are more than holding their own as the struggle moves out to the stairway entrance to the building. Jerry is knocked over the rail. Seeing him unconscious below, the detective flattens his own opponent and runs to help. When Marshall reports that the phone line have been cut, Hope operates the death ray. She spots the gunmen on the screen, then causes an explosion in front of them. They run to a car. She halts it. Realizing their danger, they leap clear an instant before it blows up. The heavies escape on foot. Blake tells the others that he knows the Scorpion and Count Basil Zegaloff to be involved with the most dangerous international espionage ring in operation. Charles, another servant, manages to be present in the background of this and other activities and discussions involving the death ray.

The Scorpion sends a teletype message to Count Basil in Paris. The count, from a hidden communications room at the Cafe Julot, reads his report of personally witnessing the

demonstration of the new weapon which can end conventional warfare. Basil directs him to destroy the machine, offering ten million pounds if it can be prevented from reaching the Geneva Committee. Concealing a time bomb in a large flower pot, the Scorpion heads for Mallow Hall. Blake, meanwhile, activates a device which sends an electric current through the metal fence surrounding the estate.

A second message from County Basil, received by the Scorpion gang, directs them to steal, rather than destroy, the invention. They realize this is a trick to avoid payment of millions, and race to the estate. They enter a lodge house outside the walls and signal Daggett, who opens a secretly constructed tunnel which leads to the hall.

A flashing light warns Blake that one of his alarms has been tripped. He locates the intruders in the cellar and awakens Jerry. Hope screams as the heavies burst into her room. Jerry runs in, only to be knocked unconscious by Peyton. A shot from Daggett disarms Sir James, who is captured by the rest of the gang. Threatened with harm to Hope and Bobby, the detective moves a cabinet aside and opens the vault concealed behind it. Meanwhile, the Scorpion has appeared on the grounds.

The gunmen carry off the death ray, taking Jerry along to operate it. Blake is locked in the airless vault with the youngsters. He chips away at the concrete wall, hoping to open a hole they can breath through. The Scorpion, attempting to destroy the ray machine, places his bomb against the strongroom, lights the fuse, and leaves. Hope and Bobby collapse as Blake works at his hopeless task. Then, the fuse burns down to the explosive.

Chapter 2: Death in the Laboratory

The entire building is rocked by the blast. Then, as the smoke clears, the massive steel door is seen to be torn clear of the vault. Sir James helps the others out into the fresh air as Marshall and Daggett run in. Finding the wireless sabotaged, Blake sends Marshall to a nearby phone to summon the police. Jerry has been taken to the lodge house. He forces a fight, but is overpowered as the Scorpion arrives. Learning why his orders were disobeyed, the master spy orders Sheehan to turn the death ray on Mallow Hall. Sir James, suspicious of Daggett, lets the butler hear him tell Hope that he has removed a radium tube from the ray machine. Later, in the



Jerry, Peyton, the Scorpion, Julot, and the Duchess stand amazed as two Count Basils appear in Paris to claim the death ray. The one at the left is Sir James Blake in disguise.



Blake takes on Adolph (Herman Brix) and another henchman when the spies raid Mallow Hall in episode one.

laboratory, Daggett steals the tube. Blake, who has given the man this chance to betray himself, follows him into the tunnel. Daggett turns the tube over to the Scorpion, who forces Jerry to install it in the ray projector. Then, Blake bursts in. The resulting fight ends when the Scorpion turns the ray on him, and Jerry is knocked out.

At Scotland Yard, Hope and Bobby tell their experiences to Inspector Henderson, a long time associate of Sir James. They return to Mallow Hall where the boy searches for fingerprints left by the attackers. Henderson has another visitor, an elderly blind man. He removes this disguise to stand revealed as Sir James Blake. The yard man shows him the file on Count Basil Zegaloff.

Believing Blake dead, and with Jerry a prisoner, the Scorpion sends the Dutchess (his lovely accomplice from chapter

one) to bring in Hope, the only other person capable of recreating the death ray. She uses a forged letter, supposedly from Blake, which introduces her as one of Henderson's operatives and persuades the girl to accompany her to the Cafe Julot in Paris. Hope is imprisoned there. Julot forces Mimi, his dancing partner, to guard her. The Scorpion and his men bring in Jerry and the death ray. Count Basil arrives to order him released to demonstrate the device. A second Zegaloff appears, and the Scorpion rips the beard from the first to unmask Blake. They fight. The detective is knocked out. Jerry is knocked into a well and disappears into its dark waters. The Scorpion raises a metal candlestick to brain the fallen Blake.

Jim Stringham will expose "The Scorpion" in our next thrilling issue of SERIAL WORLD. Be sure to reserve your copy now by subscribing (See page 30) to the world's ONLY PUBLICATION DEVOTED TO THE SERIALS!

Serial Mailbag

Enclosed is an ad from the Belleville News-Democrat. Every Friday and Saturday nights, they have a midnight show. They show one chapter of a serial, followed by a horror movie. As you can see by the ad, Flying Disc Man From Mars the latest chapter-play featured (ad from 9/24 paper).

William D. Lucas
2 Delano Drive
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'Ark' Prompts Plans To Emulate Plots

Success of *Raiders of the Lost Ark* has spurred a renewed interest in the long-defunct serial film format with a number of indie producers preparing two new 15-episode productions for theatrical release: *Texas Movies, Inc.* (Dallas), *American National Enterprises* (Salt Lake City and Los Angeles) and *Century Studios* (Dallas) are in preproduction on *Neptune Squad*, an underwater adventure toppling *Stacy Blaine* and incorporating martial arts action into the traditional serial package. Same group also has in preparation *Capt N Billy* starring Bill Thurman and Glenn Corbett.

I am enclosing an article from *Variety* newspaper for March 3, 1982. I thought you might be interested in it. Please send magazines as soon as possible. Thank you.

Yours truly,
Paul J. De Pastine
24 Cambridge St.
Providence, RI. 02908

Years ago an episode of the tv series "Silents Please" was called "The Story Of The Serials," and they showed footage from "Queen of the Northwoods." It looked like a superb serial. Does any reader know what exists on this serial and is there any way it can be seen?

Again, best wishes for the future. I hope "Serial World" keeps growing and improving. Looking forward to more info on "Return of the Copperhead." When you cover a serial, I like it when you discuss it as well as give chapter by chapter synopsis. Your articles on "Ace Drummond" and "Radio Patrol" are excellent examples.

Gentlemen:

To claim that the cinema serial died with "Blazing The Overland Trail" (1956) is not true. In U.S.A., yes, but not so in England. For some years after the demise of the cliffhanger in America, the Childrens Film Foundation made a few chapter plays for juvenile screenings. One that I can locate particulars of easily was "Raiders Of The River" (1956), in eight episodes, which tells of a group of children thwarting a gang robbing a bank with the aid of a landing craft and electronic brain. Whilst the chapter endings were not in the death-defying category, nonetheless the basic serial format was there. Another one, the title of which escapes me for now, had, if my memory serves me rightly, the master villain hiding his identity behind a clown mask. The chapter titles of "Raiders Of The River" are as follows: 1 "Mystery In Covent Garden" 2 "The Secret Of The Cellar" 3 "The Raiders' Hideout" 4 "The Thing In The Basement" 5 "Caught By The Gang" 6 "Trapped In The Tunnel" 7 "Hot On The Trail" 8 "The Gang At bay."

Cordially
Chris Collier

Movie serial buff triggers revival Celluloid superheroes to repeat cliff-hangers

In the movie serial episode "Suicide Sacrifice," the Masked Marvel tries to stop a Japanese spy ring, the Black Dragon Society, from blowing up a train carrying bomber parts. But he's overpowered and tied to a hand-car loaded with explosives, then sent hurtling toward the oncoming train.

Meanwhile, the Marvel's girlfriend is speeding toward the scene in a car. The camera cuts from train to explosives to auto and back again for an agonizing minute, until the heroine's auto and the rolling explosives collide at a crossing with a tremendous explosion.

The train is saved. But what about the Marvel and his girl? You have to come to the movies a week from tonight to find out.

That's a cliff-hanger, one of more than 50 on view this summer at the Paramount Arts Centre in west suburban Aurora, as the theater screens five serials from the huge collection of Bruce Fletcher.

"They're probably the five best ever made," Fletcher said. Included, in addition to the Masked Marvel, are the first Flash Gordon serial, Dick Tracy vs. Crime Inc., Zorro's Fighting Legion and the Adventures of Captain Marvel.

The Paramount is showing them Wednesday through Sunday with its featured attraction — Flash Gordon on Wednesdays, Masked Marvel on Thursdays, and so on.

The 15-minute one-reelers, 12 to a story, are among the more than 500 in Fletcher's collection, one of the largest in the country. Most were given to him six years ago by the widow of former serial star Kane Richmond, who played Spy Smasher and other Saturday afternoon dreadnaughts.

Fletcher, an advertising and public relations man who once had a West Coast radio talk show, met Richmond as a guest on the show.

"It's a pretty rare collection," said the film buff, a La Grange Park resident. "Many are one-of-a-kind copies."

Among the spacemen, cowboys and warriors represented are Buck Rogers, the Lone Ranger, Tailspin Tommy, King of the Mounties, Don Winslow of the Navy, Red Ryder and the Mystery Squadron.

All were produced in the 1930s and '40s by Republic, Universal, Columbia and Mascot studios.

They kept kids coming to Saturday matinees to see hero would escape the villain's clutches until the ultimate villain — TV — started keeping them home. That was a cliff-hanger the serials didn't survive.

At 31, Fletcher is too young to have seen many of the short flicks as a kid. But discover them he did, and he considers them to be "the best action films of all time."

Audiences share his enthusiasm when he presents a program of excerpts from a dozen serials to college kids, singles organizations and other groups.

"All ages love 'em," Fletcher said.

"In each 15-minute episode, audiences are subjected to more spectacular escapes, explosions, intrigue, flaming air battles, wild gunplay and horrifying robots than in the average two-hour movie."

And every episode but the last has a cliff-hanger.

It's a week later. Meanwhile, back at the railroad crossing, the Masked Marvel's girlfriend has thrown herself from the car seconds before the explosion. And the Marvel has cut his ropes by holding them against the rail and jumped clear. He won't have to risk his life again for another 15 minutes.

Gary Wisby

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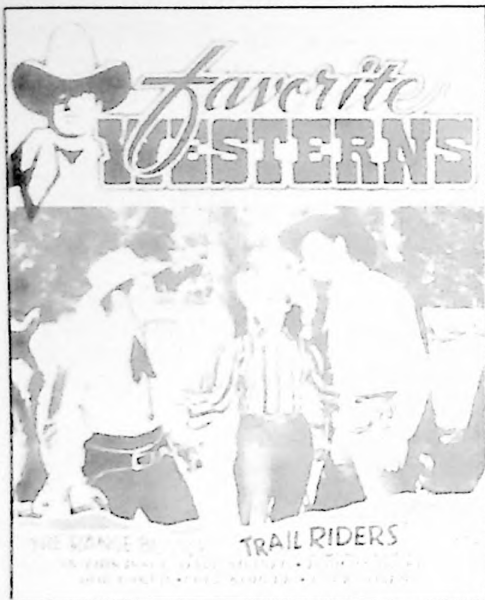
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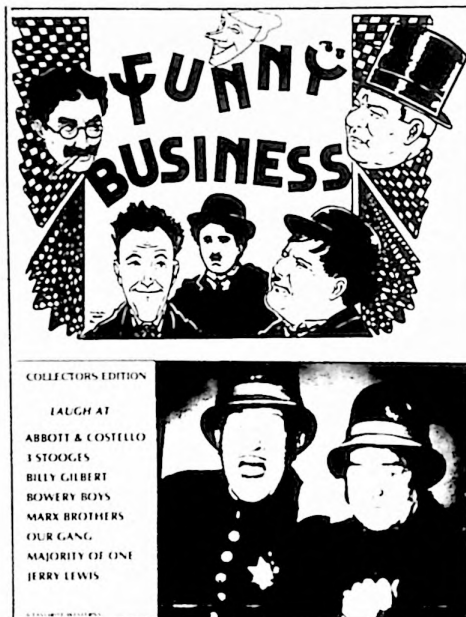
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